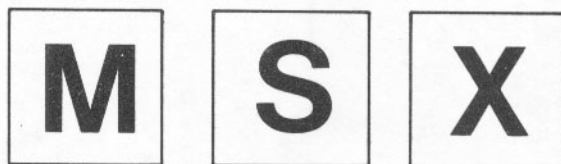
MSX
ERIC RAVIS
JOGOS EM ASSEMBLER
MSX
MSX
MSX
EDITORA
MANOLE
LTDA.

230 —

ERIC RAVIS

MSX

JOGOS EM BASIC E EM ASSEMBLER

EDITORA MANOLE

Índice

Notas referentes os progamas

Os programas devem ser digitados como são reproduzidos. Devem ser gravados em cassete (ou disquete) para não se ter de redigitá-los a cada utilização. Para isso, utilize as instruções seguintes

SAVE "CAS:<NOME>"

substituindo <NOME> pelo nome do programa a gravar.

Exemplo: para gravar o programa BASE, digite

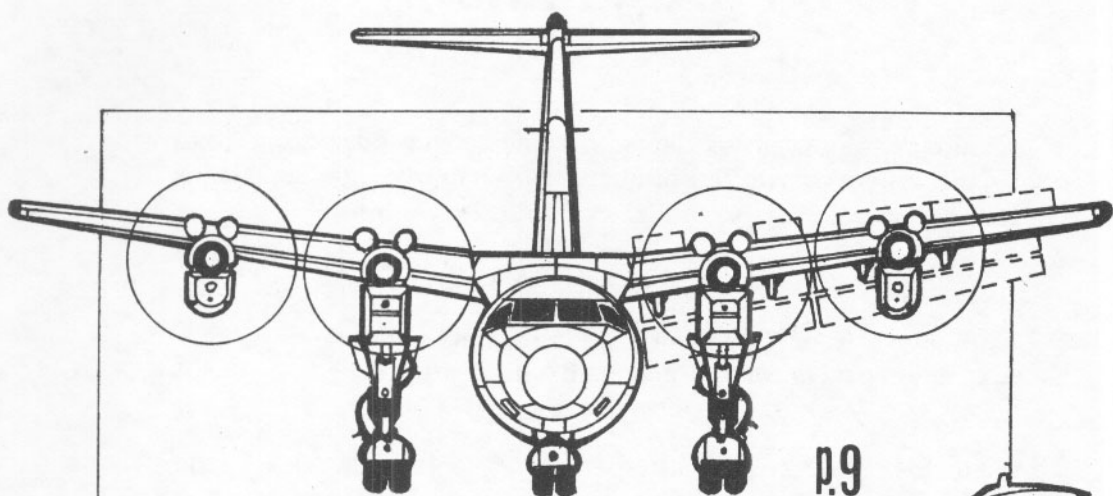
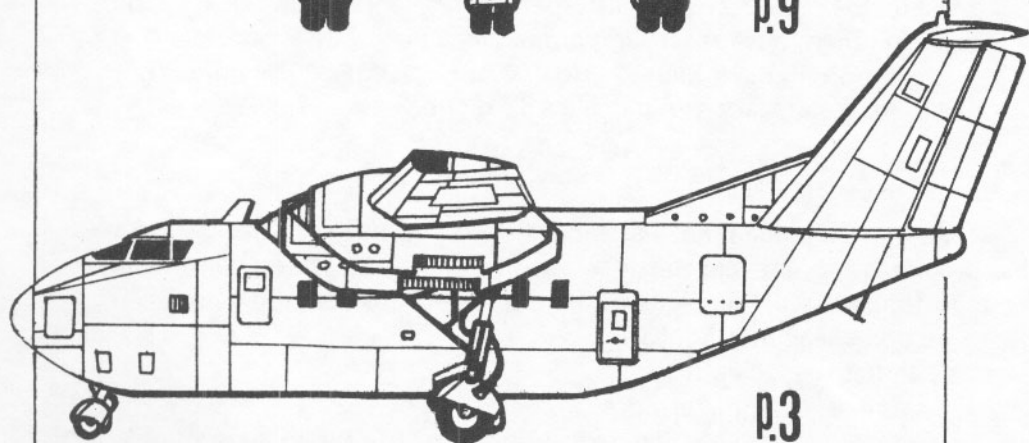
SAVE "CAS:BASE"

e digite ENTER depois de ter apertado as teclas PLAY e REC do gravador. Para recarregar um programa, volte a fita cassete até o início do programa e digite LOAD "CAS:<NOME>". Se quiser, por exemplo, recarregar o programa BASE digite

LOAD "CAS:BASE"

e aperte a tecla ENTER.

A fim de reduzir ao máximo os riscos de erros, as listagens dos programas foram reproduzidas por fotografia. Se os seus programas não funcionarem, verifique-os atentamente, considerando com maior cuidado os seguintes pontos:

- linhas esquecidas,
- número de linhas errados,
- erros de digitação (cuidado principalmente para não confundir a letra *O* com o algarismo *0* ou a letra *I* com o algarismo *1*).

P.9
P.3

Introdução

Os jogos apresentados neste livro utilizam funções próprias dos microcomputadores MSX: som, cor, grafismo, etc. Por isso, estes programas não funcionam em microcomputadores que não estejam sujeitos a essa norma.

Além do próprio jogo, o estudo dos programas vai lhe ensinar numerosas técnicas de programação que lhe serão úteis para desenvolver os seus próprios programas.

ATAQUE

Destrua o máximo de tanques com o auxílio de seu bombardeiro. No início, você tem 5 bombas, mas só pode transportar uma de cada vez.

Para decolar aperte a tecla do cursor para cima e para soltar a bomba, a tecla do cursor para baixo.

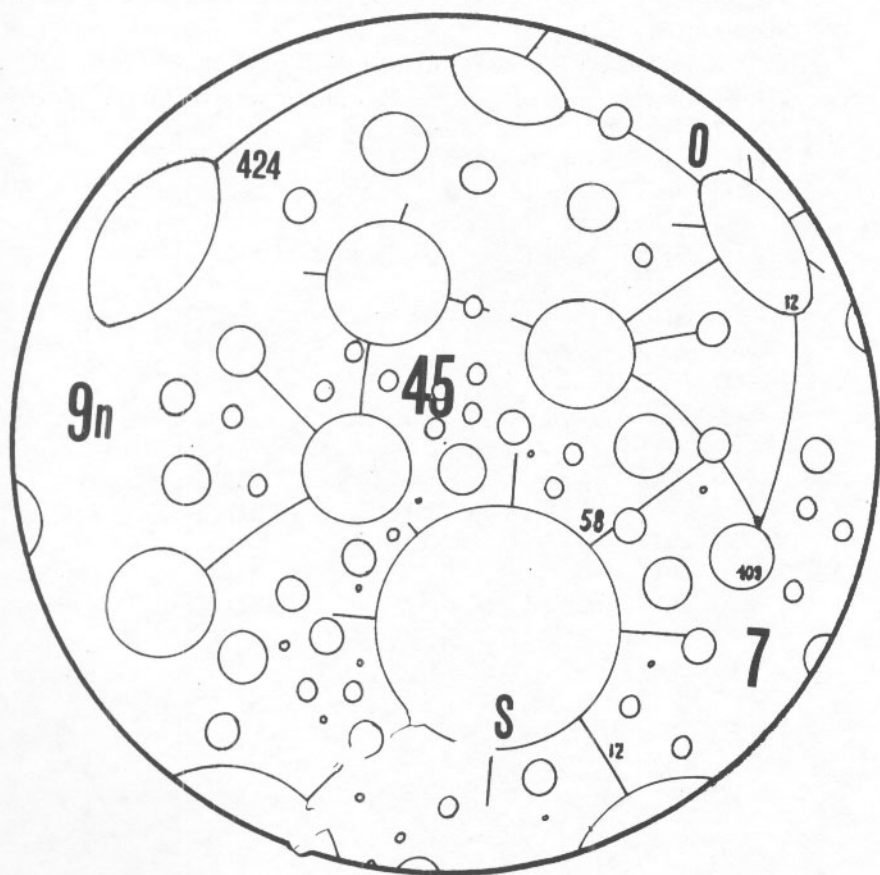
Se você destruir pelo menos 3 tanques, receberá um bônus de 5 bombas.

A variável NM, na linha 40, corresponde ao número mínimo de tanques que devem ser destruídos (1-5).

```
10 REM********
20 REM*ATAQUE*
30 REM********
40 NM=3
50 COLOR 15,5,5
60 SCREEN 2,2
70 OPEN "GRP:" FOR OUTPUT AS#1
80 GOSUB 690
90 CLS
100 GOSUB 520
110 SC=RE:X3=168
120 GOSUB 920
130 SC=0:X3=64
140 GOSUB 920
150 A=8:A1=4:X=240:X2=0:Y1=209
160 FOR T=4 TO 7
170 PUT SPRITE T,(84+T*8,8),13,T
180 NEXT T
190 NB=4:NT=0
```

```
200 ON SPRITE GOSUB 360
210 SPRITE ON
220 IF X=0 THEN A=-8:SPRITE$(1)=C$
230 IF X<>240 THEN 280
240 IF C1=14 THEN C1=1:NB=NB-1:PUT SPRIT
E NB+4,(52+NB*8,8),0:IF NB=-1 THEN 450
250 IF E2=0 THEN A=8:SPRITE$(1)=B$
260 IF STICK(0)<>1 THEN E2=1:GOTO 290
270 E2=0
280 X=X-A
290 PUT SPRITE 1,(X,62),C1,1
300 IF STICK(0)=5 AND C1=1 THEN C1=14:X1
=X:Y1=62:PLAY"O2L10B"
310 IF POINT(X1,Y1)=5 THEN Y1=Y1+8 ELSE
Y1=209
320 PUT SPRITE 2,(X1,Y1),13,2
330 X2=X2+A1
340 PUT SPRITE 3,(X2,170),14,3
350 GOTO 210
360 SPRITE OFF
370 PLAY"O1L20C"
380 IF A1=-4 THEN X2=0:A1=4 ELSE X2=256:
A1=-4
390 Y1=209
400 PUT SPRITE 2,(X1,Y1),,2
410 SC=SC+1
420 NT=NT+1
430 GOSUB 920
440 RETURN
450 PUT SPRITE 1,(255,208),,1
460 IF NT=>NM THEN 160
470 IF RE<SC THEN RE=SC:X3=168:GOSUB 920
480 PSET(72,80),5
490 COLOR 15
500 PRINT #1,"TECLE <S>"
510 IF INKEY$="S" THEN 90 ELSE 510
520 COLOR 11
530 PSET(0,180)
540 DRAW"M255,180"
550 PAINT(100,181)
560 FOR T=1 TO 255 STEP 4
570 PSET(T,179)
```

```
580 PSET(T+1,179)
590 NEXT T
600 COLOR 15
610 PSET(255,160)
620 DRAW"M140,160M190,120M200,120M216,70
M255,70"
630 PAINT(255,159)
640 CIRCLE(100,32),40,15,,,.2
650 PAINT(100,32)
660 CIRCLE(140,40),30,15,,,.2
670 PAINT(145,40)
680 RETURN
690 FOR T=1 TO 80
700 READ A
710 A$=A$+CHR$(A)
720 NEXT T
730 B$=LEFT$(A$,24)
740 C$=MID$(A$,25,24)
750 SPRITE$(1)=B$
760 FOR T=2 TO 12
770 SPRITE$(T)=MID$(A$,49,8)
780 NEXT T
790 SPRITE$(3)=MID$(A$,57,24)
800 E1=0:C1=1
810 RETURN
820 DATA 0,0,0,12,63,255,31,0
830 DATA 0,0,0,0,0,0,0,0
840 DATA 1,3,15,63,255,255,252,0
850 DATA 128,192,240,252,255,255,63,0
860 DATA 0,0,0,0,0,0,0,0
870 DATA 0,0,0,48,252,255,248,0
880 DATA 60,126,60,0,0,0,0,0
890 DATA 0,0,3,15,3,255,127,63
900 DATA 0,0,0,0,0,0,0,0
910 DATA 0,0,192,240,192,255,254,252
920 PSET(X3,8),5
930 COLOR 5
940 PRINT #1,STRING$(4,CHR$(200))
950 PSET(X3,8),5
960 COLOR 15
970 PRINT #1,RIGHT$(STR$(10000+SC),4)
980 RETURN
```

424
0
12
9n
45
58
409
7
S
12

BASE

Dirija sua cápsula espacial através dos meteoritos a fim de alunissar.

O número, no centro, corresponde ao número de pontos que você obterá ao alunissar.

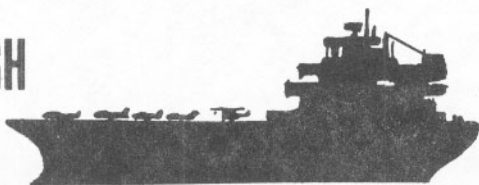
Utilize as teclas do cursor esquerda e direita para manobrar seu aparelho horizontalmente e a tecla do cursor para baixo para fazê-lo subir.

```
10 REM******
20 REM*BASE*
30 REM******
40 Z=RND(-TIME)
50 ON STOP GOSUB 70
60 STOP ON:GOTO 80
70 SCREEN 0:END
80 DEFUSR=60000!:GOSUB 10000
90 RESTORE
100 SCREEN1,2
110 COLOR 7,0,0
120 VPOKE 8218,128
130 VPOKE 8219,128
140 VPOKE 8220,240
150 KEY OFF
160 GOSUB 570
170 GOSUB 820
180 Z=6
190 GOSUB 540
200 Z=19:T=SC:SC=RE
210 GOSUB 540
220 SC=T
230 ON SPRITE GOSUB 430
```

```
240 SPRITE ON
250 A=STICK(0):XD=0
260 IF A=7 THEN XD=-1
270 IF A=3 THEN XD=1
280 IF A=5 AND Y<>24 THEN YD=-2 ELSE YD=
2
290 X=X+XD:Y=Y+YD
300 IF Y=152 THEN 360
310 PUT SPRITE 1,(X,Y),15,1
320 B1=B1-1
330 IF B1=0 AND BO>0 THEN B1=50:BO=BO-1:
LOCATE 13,1:PRINT BO
340 A=USR(0)
350 GOTO 240
360 SC=SC+BO
370 PLAY"O5L40CDEFGA"
380 FOR T=1 TO 1000
390 NEXT T
400 Z=6:GOSUB 540
410 GOSUB 990
420 GOTO 240
430 PLAY"O1L10CC"
440 FOR T=1 TO 1000
450 NEXT T
460 SPRITE OFF
470 IF SC>RE THEN RE=SC
480 SC=RE
490 LOCATE 7,10
500 PRINT "TECLE <S>"
510 Z=19
520 GOSUB 540
530 IF INKEY$="S" THEN CLS:SC=0:GOSUB 99
0:GOTO 170 ELSE 530
540 LOCATE Z,1
550 PRINT RIGHT$(STR$(10000+SC),4)
560 RETURN
570 FOR T=0 TO 39
580 READ A
590 VPOKE 1760+I*8+T,A
600 NEXT T
610 DATA 255,255,193,62,124,131,255,255
620 DATA 0,0,12,28,62,62,127,255
```

```
630 DATA 0,0,0,32,48,120,124,255
640 DATA 0,0,0,0,0,0,0,0
650 DATA 0,0,128,0,0,1,0,0
660 FOR T=1 TO 56
670 READ A
680 S$=S$+CHR$(A)
690 NEXT T
700 SPRITE$(1)=MID$(S$,1,32)
710 FOR T=2 TO 16
720 SPRITE$(T)=MID$(S$,33+INT(RND(1)*3)*
8,8)
730 NEXT
740 RETURN
750 DATA 3,15,63,63,63,63,63,63
760 DATA 15,7,13,25,63,32,112,248
770 DATA 192,240,252,252,252,252,252,252
780 DATA 240,224,176,152,252,4,14,31
790 DATA 0,24,60,126,126,252,248,32
800 DATA 6,15,63,127,127,30,0,0
810 DATA 24,124,254,254,255,255,56,16
820 LOCATE 0,19
830 FOR T=1 TO 29
840 PRINT CHR$(RND(1)*3+221);
850 NEXT T
860 FOR T=1 TO 87
870 PRINT CHR$(219);
880 NEXT
890 RESTORE 1080
900 FOR T=1 TO 4
910 READ X,Y
920 LOCATE X,Y
930 PRINTCHR$(220);
940 NEXT T
950 FOR T=1 TO 50
960 LOCATE RND(1)*30,3+RND(1)*16
970 PRINT CHR$(224);
980 NEXT T
990 PUT SPRITE 1,(1,208),,1
1000 FOR X=0 TO 2
1010 FOR Y=0 TO 4
1020 A=2+X+Y*3
1030 PUT SPRITE A,(85*X+RND(1)*60,56+16*
```

```
Y),10,A
1040 NEXT Y
1050 NEXT X
1060 X=122:Y=24:YD=1:BO=10:B1=1
1070 RETURN
1080 DATA 5,20,29,20,18,21,10,22
10000 REM DESLOCAMENTO METEORITOS
10010 RESTORE 10070
10020 FOR T=60000! TO 60048!
10030 READ A
10040 POKE T,A
10050 NEXT T
10060 RETURN
10070 DATA 62,2,14,2,205,124,234,14,255,
205,124,234,14,3,205,124,234,14
10080 DATA 254,205,124,234,14,1,205,124,
234,201,245,6,3,205,135,0,35,205
10090 DATA 74,0,145,205,77,0,241,60,245,
16,240,241,201
```

a-4
B
a-2
DH
e-d
GH

COMBATE

Atire nos aviões, navios e submarinos.

No início do jogo, você dispõe de 90 segundos. Mas se você conseguir destruir tudo, terá 15 segundos suplementares.

O jogo acaba quando o tempo se esgota ou quando seu tiro acerta numa mina.

Os pontos são assim atribuídos:

submarino : 1 ponto
navio : 2 pontos
avião : 3 pontos

Para manobrar sua base, utilize as teclas do cursor direita e esquerda e, para atirar, a tecla do cursor para cima.

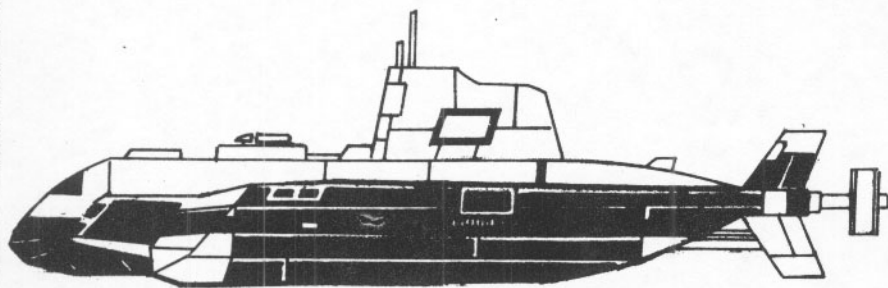
```
10 REM*********
20 REM*COMBATE*
30 REM*********
40 SCREEN 1,2
50 CLEAR 1000
60 Z=RND(-TIME)
70 GOSUB 10000:DEFUSR=60000!
80 DEFUSR1=&HEA91
90 ON STOP GOSUB 110
100 STOP ON:GOTO 120
110 COLOR 10,1,1:SCREEN 0:END
120 KEY OFF
130 WIDTH 32
140 GOSUB 630
150 GOSUB 1170
160 TE=41
170 GOSUB 1120
```

```
180 GOSUB 760
190 NB=0
200 TE=TE+16:IF TE>99 THEN TE=99
210 GOSUB 1290
220 X=120:Y1=209:CO=1:T1=1
230 ON SPRITE GOSUB 370
240 SPRITE ON
250 A=STICK(0)
260 IF A=7 AND X>88 THEN X=X-8
270 IF A=3 AND X<152 THEN X=X+8
280 IF A=1 AND Y1=209 THEN CO=0:Y1=176:X
1=X
290 IF CO=0 THEN Y1=Y1-8
300 IF Y1=16 THEN Y1=209:CO=1
310 T1=T1-1:IF T1=0 THEN TE=TE-1:T1=18:I
F TE=-1 THEN 470
320 LOCATE 14,1:PRINT TE
330 PUT SPRITE 1,(X,176),10,1
340 PUT SPRITE 2,(X1,Y1),1,2
350 Z=USR(0)
360 GOTO 240
370 SPRITE OFF
380 IF Y1>145 THEN RETURN
390 C=2:CZ=18
400 Z=USR1(0)
410 PLAY"O1L10C"
420 FOR T=40000! TO 40029! STEP 2
430 A=PEEK(T):B=PEEK(T+1)
440 C=C+1:IF ABS(X1-B)<16 AND ABS(Y1-A)<
16 THEN CZ=C
450 NEXT
460 IF CZ<12 THEN SPRITE$(CZ)="":PUT SPR
ITE 2,(X1,209),,2:Y1=209:CO=1:SC=SC-3*(C
Z<6)-2*(CZ>5 AND CZ<9)-(CZ>8):GOSUB 1120
:NB=NB+1:IF NB=9 THEN PLAY "O5L30CDEEDED
C":GOTO 170 ELSE RETURN
470 FOR T=0 TO 40
480 C=C+1:IF C>15 THEN C=0
490 COLOR ,C,C
500 NEXT T
510 COLOR 7,5,4
520 VPOKE 8219,80
```

```
530 VPOKE 8218,208
540 IF RE<SC THEN RE=SC
550 GOSUB 1120
560 SC=0
570 LOCATE 8,7
580 PRINT "TECLE <S>"
590 IF INKEY$<>"S" THEN 590
600 LOCATE 8,7
610 PRINT SPACE$(15)
620 GOTO 160
630 FOR T=1 TO 80
640 READ A
650 S$=S$+CHR$(A)
660 NEXT T
670 FOR T=1 TO 64
680 READ A
690 T$=T$+CHR$(A)
700 NEXT T
710 FOR T=0 TO 23
720 READ A
730 VPOKE 1712+T,A
740 NEXT T
750 RETURN
760 FOR T=12 TO 17
770 SPRITE$(T)=LEFT$(S$,32)
780 NEXT T
790 FOR T=9 TO 11
800 SPRITE$(T)=MID$(S$,33,24)
810 NEXT T
820 FOR T=3 TO 5
830 SPRITE$(T)=MID$(S$,57,24)
840 NEXT T
850 FOR T=6 TO 8
860 SPRITE$(T)=LEFT$(T$,24)
870 NEXT T
880 SPRITE$(2)=MID$(T$,25,8)
890 SPRITE$(1)=MID$(T$,33,32)
900 RETURN
910 DATA 1,33,119,63,31,63,63,254
920 DATA 254,63,63,31,63,119,33,1
930 DATA 128,132,238,252,248,252,252,127
940 DATA 127,252,252,248,252,238,132,128
```

```
950 DATA 0,1,1,31,191,255,191,31
960 DATA 0,0,0,0,0,0,0,0
970 DATA 0,224,224,254,255,255,255,254
980 DATA 0,192,224,255,255,255,199,15
990 DATA 0,0,0,0,0,0,0,0
1000 DATA 0,0,120,254,255,254,224,248
1010 DATA 0,0,7,15,255,255,127,63
1020 DATA 0,0,0,0,0,0,0,0
1030 DATA 0,0,224,224,255,255,254,252
1040 DATA 1,1,1,1,1,1,1,1
1050 DATA 3,7,7,7,7,7,19,55
1060 DATA 63,127,127,63,55,19,0,0
1070 DATA 192,224,224,224,224,224,200,23
6
1080 DATA 252,254,254,252,236,200,0,0
1090 DATA 0,0,0,0,0,0,0,0
1100 DATA 255,255,255,255,255,255,255,25
5
1110 DATA 255,255,255,255,255,223,207,13
5
1120 LOCATE 7,1
1130 PRINT RIGHT$(STR$(10000+SC),4)
1140 LOCATE 21,1
1150 PRINT RIGHT$(STR$(10000+RE),4)
1160 RETURN
1170 CLS
1180 COLOR 7,5,4
1190 VPOKE 8219,80
1200 VPOKE 8218,208
1210 LOCATE 0,8
1220 FOR T=1 TO 511
1230 IF T<460 OR (T>469 AND T<492) OR T>
501 THEN A=214 ELSE A=215
1240 IF T<33 THEN A=216
1250 PRINT CHR$(A);
1260 NEXT T
1270 VPOKE 6911,214
1280 RETURN
1290 RESTORE 1380
1300 PUT SPRITE 2,(200,208),,2
1310 FOR Y=0 TO 4
1320 READ A
```

```
1330 FOR X=0 TO 2
1340 PUT SPRITE 3+X+Y*3,(X*85+RND(1)*40,
Y*24+40),A,3+X+Y*3
1350 NEXT X
1360 NEXT Y
1370 RETURN
1380 DATA 3,15,14,1,1
10000 REM DESLOCAMENTO SPRITES
10010 RESTORE 10080
10020 FOR T=60000! TO 60075!
10030 READ A
10040 POKE T,A
10050 NEXT T
10060 RESTORE
10070 RETURN
10080 DATA 62,3,14,252,205,124,234,14,3,
205,124,234,14,254,205,124,234,14
10090 DATA 1,205,124,234,14,255,205,124,
234,201,245,6,3,205,135,0,35,205
10100 DATA 74,0,145,205,77,0,241,60,245,
16,240,241,201
10110 DATA 62,3,1,64,156,245,205,135,0,2
05,74,0,2,3,35,205,74,0,2,3,241
10120 DATA 60,254,18,32,235,201
```

6-20.B

GALERIAS

Você tem 90 segundos para atravessar 10 galerias com seu submarino. Mas cuidado com as minas!

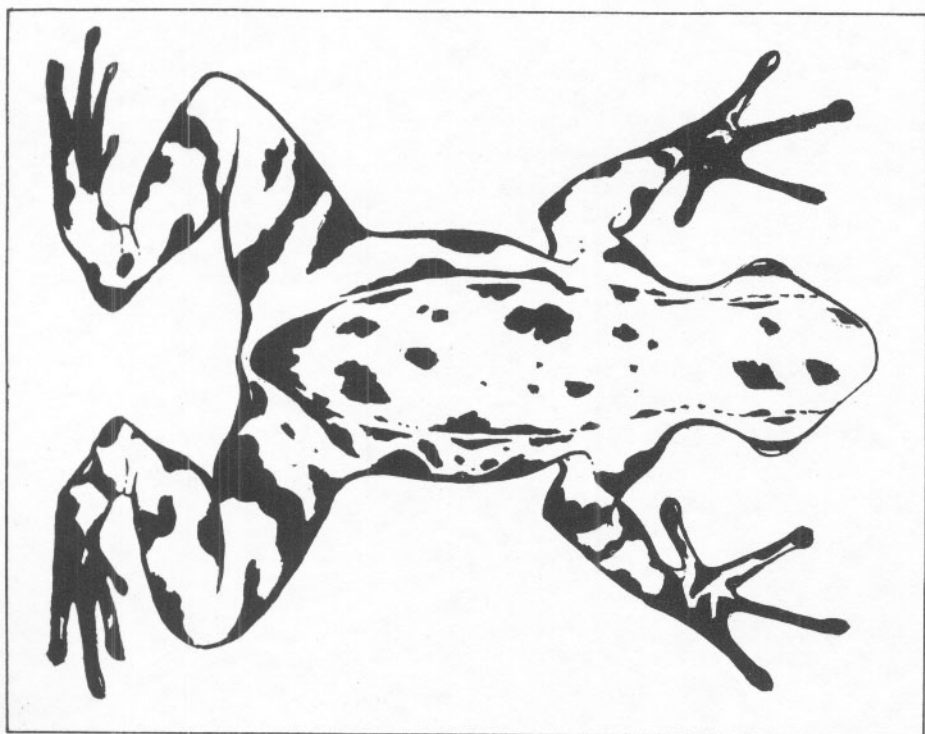
Se você conseguir, deverá atravessar, em 90 segundos, mais 10 galerias mais estreitas.

Para manobrar seu submarino, utilize as teclas do cursor para cima, esquerda e direita; seu peso se encarrega de fazê-lo descer.

```
10 REM***********
20 REM*GALERIAS*
30 REM***********
40 ON STOP GOSUB 60
50 STOP ON:GOTO 70
60 COLOR 10,1,1:SCREEN 0:END
70 SCREEN1
80 WIDTH 32
90 KEY OFF
100 COLOR 1,5,1
110 DEFUSR=60000!
120 Z=RND(-TIME)
130 GOSUB 580
140 GOSUB 10000
150 NV=50:TI=TIME:N1=0:SC=0
160 POKE 59000!,10
170 N1=N1+1
180 IF N1<11 THEN 270
190 IF PEEK(59000!)>5 THEN POKE 59000!,P
EEK(59000!)-1:N1=1:TI=TIME:GOTO 270
200 LOCATE 8,2
210 PRINT "FIM DAS GALERIAS"
```

```
220 FOR T=1 TO 100:NEXT T
230 LOCATE 8,2
240 PRINT SPACE$(17)
250 FOR T=1 TO 100:NEXT T
260 GOTO 200
270 GOSUB 780
280 GOSUB 900
290 X=2:Y=12:S=240:TE=0
300 GOTO 430
310 A=STICK(0)
320 TA=INT(92-(TIME-TI)/50):IF TA<0 THEN
 TI=TIME+100:GOTO 490 ELSE LOCATE 14,1:P
RINT TA
330 IF A<>0 THEN TE=0
340 IF A=1 THEN XD=0:YD=-1:GOTO 390
350 IF A=3 THEN XD=1:YD=0:S=240:GOTO 390
360 IF A=7 AND X<>2 THEN XD=-1:YD=0:S=24
2:GOTO 390
370 TE=TE+1:IF TE=20 THEN TE=0:XD=0:YD=1
:GOTO 390
380 GOTO 310
390 LOCATE X,Y
400 PRINT CHR$(32);CHR$(32)
410 X=X+XD:Y=Y+YD
420 IF VPEEK(6144+X+Y*32)<>32 OR VPEEK(6
145+X+Y*32)<>32 THEN 490
430 LOCATE X,Y
440 PRINT CHR$(S);CHR$(S+1)
450 IF X<30 THEN 310
460 PLAY"O5L30CDE"
470 SC=SC+10
480 GOTO 170
490 PLAY"O1L20C"
500 LOCATE X,Y
510 PRINT CHR$(244);CHR$(244)
520 FOR T=1 TO 1000:NEXT T
530 NV=NV-1:IF NV>47 THEN 270
540 IF SC>RE THEN RE=SC:GOSUB 790
550 LOCATE 8,2
560 PRINT "TECLE <S>"
570 IF INKEY$="S" THEN 150 ELSE 570
580 FOR T=0 TO 7
```

```
590 READ A
600 VPOKE 1984+T,A
610 NEXT T
620 FOR T=0 TO 39
630 READ A
640 VPOKE 1920+T,A
650 NEXT T
660 VPOKE 8223,125
670 VPOKE 8222,21
680 VPOKE 8221,101
690 VPOKE 8198,245
700 VPOKE 8199,245
710 RETURN
720 DATA 255,255,195,195,195,195,255,255
730 DATA 0,1,1,31,191,255,191,31
740 DATA 0,224,224,254,255,255,255,254
750 DATA 0,7,7,127,255,255,255,127
760 DATA 0,128,128,248,253,255,253,248
770 DATA 88,65,22,48,3,52,100,0
780 CLS:GOSUB 790:GOTO 840
790 LOCATE 7,1
800 PRINT RIGHT$(STR$(10000+SC),4)
810 LOCATE 21,1
820 PRINT RIGHT$(STR$(10000+RE),4);
830 RETURN
840 LOCATE 27,1
850 PRINT CHR$(240);CHR$(241);":"
860 VPOKE 6206,NV
870 Z=USR(0)
880 LOCATE 10,10
890 RETURN
900 FOR T=1 TO N1
910 XE=RND(1)*26+5
920 YE=INT(RND(1)*20+4)
930 P=6144+YE*32+XE
940 IF VPEEK(P)<>32 OR VPEEK(P+32)<>32 O
R VPEEK(P-32)<>32 THEN 910
950 VPOKE P,232
960 NEXT T
970 RETURN
10000 REM GERADOR GALERIAS
10010 FOR T=60000! TO 60066!
```

```
10020 READ A
10030 POKE T,A
10040 NEXT T
10050 RETURN
10060 DATA 33,96,24,62,248,1,160,2,205,8
6,0,33,11,1,229,58,120,230,245
10070 DATA 205,198,0,62,32,205,162,0,44,
241,61,254,255,32,240,225,1,0,1,9
10080 DATA 124,254,33,200,237,95,254,64,
56,9,44,58,120,230,133,254,24,32
10090 DATA 212,45,125,254,4,32,206,195,1
45,234
```

GYPSIE

Ajude a rã Gypsie a atravessar a estrada, depois o rio, evitando os carros e saltando sobre os troncos de árvore.

No início do jogo, você tem 90 segundos.

Se você acertar 3 travessias, terá 20 segundos suplementares. A partida pára quando o tempo está em 0 ou quando você não tem mais rã.

Para fazer Gypsie avançar, utilize a tecla do cursor para cima.

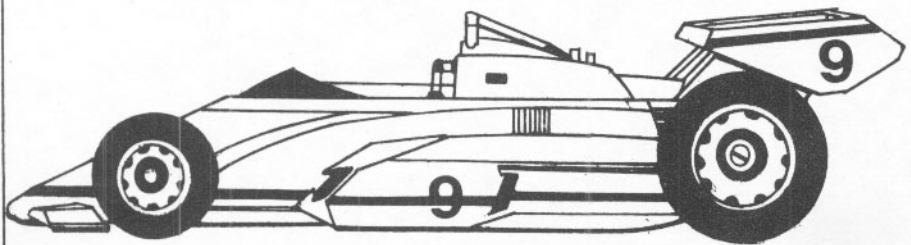
```
10 REM*********
20 REM*GYPSIE*
30 REM*********
40 SCREEN 1,2
50 COLOR 1,2,12
60 KEY OFF
70 WIDTH 32
80 DEFUSR=60000!
90 DEFUSR1=60023!
100 CLEAR 1000
110 ON STOP GOSUB 130
120 STOP ON:GOTO 140
130 COLOR 10,1,1:SCREEN 0:END
140 Z=RND(-TIME)
150 GOSUB 690
160 GOSUB 10000
170 GOSUB 1170
180 Z=USR(0):NV=50
190 GOSUB 1310
200 ON SPRITE GOSUB 660
210 TI=TIME
220 POKE 59000!,120:CO=1
230 Y1=184
240 GOTO 300
```

```
250 SPRITE ON:CO=1
260 IF STICK(0)=1 AND TE=0 AND PLAY(0)=0
 THEN TE=1:PLAY "O4L64CD"
270 IF TE=2 THEN TE=0:SPRITE$(1)=A$:Y1=Y
1-8
280 IF TE=1 THEN TE=2:Y1=Y1-8:SPRITE$(1)
=B$
290 Z=USR1(0)
300 PUT SPRITE 1,(PEEK(59000!),Y1),15,1
310 IF PEEK(59000!)>247 OR PEEK(59000!)<
16 THEN 450
320 TA=INT(90-(TIME-TI)/50):IF TA<0 THEN
 NV=48:GOTO 450 ELSE LOCATE 15,1:PRINT T
A
330 IF TE=0 AND ((CO=1 AND Y1<104) OR (C
O=0 AND Y1>104)) THEN 450
340 IF Y1<>24 THEN 250
350 H=300
360 FOR T=1 TO 3
370 IF ABS(PEEK(59000!)-A(T))<H THEN H=A
BS(PEEK(59000!)-A(T)):H1=T
380 NEXT T
390 IF H>6 THEN 450
400 PLAY"O5ADE"
410 SPRITE$(25+H1)="":A(H1)=0
420 SC=SC+10:GOSUB 1310
430 N=N+1:IF N=3 THEN GOSUB 1250:FOR T=2
6 TO 28:SPRITE$(T)=F$:NEXT T:TI=TI+1000
440 GOTO 220
450 PLAY"O1L10C"
460 SPRITE$(1)=G$
470 IF NV=48 THEN 520
480 NV=NV-1:GOSUB 1310
490 FOR T=1 TO 500:NEXT T
500 SPRITE$(1)=A$
510 GOTO 220
520 IF RE<SC THEN RE=SC
530 GOSUB 1310
540 LOCATE 8,13
550 PRINT "TECLE <S>"
560 IF INKEY$<>"S" THEN 560
570 LOCATE 8,13
580 PRINT SPACE$(15)
```

```
590 GOSUB 1170
600 NV=50:SC=0:GOSUB 1310
610 SPRITE$(1)=A$
620 FOR T=26 TO 28
630 SPRITE$(T)=F$
640 NEXT T
650 GOTO 210
660 CO=0
670 SPRITE OFF
680 RETURN
690 FOR T=0 TO 111
700 READ A
710 S$=S$+CHR$(A)
720 NEXT T
730 A$=LEFT$(S$,8)
740 B$=MID$(S$,9,16)
750 SPRITE$(1)=A$
760 SPRITE$(29)=A$
770 C$=MID$(S$,25,24)
780 FORT=2 TO 13
790 SPRITE$(T)=C$
800 NEXT T
810 D$=MID$(S$,49,24)
820 E$=MID$(S$,73,24)
830 FOR Y=0 TO 1
840 FOR X=0 TO 2
850 SPRITE$(14+Y*6+X)=D$
860 SPRITE$(17+Y*6+X)=E$
870 NEXT X
880 NEXT Y
890 F$=MID$(S$,97,8)
900 FOR T=26 TO 28
910 SPRITE$(T)=F$
920 NEXT T
930 G$=MID$(S$,105,8)
940 FOR T=0 TO 7
950 READ A
960 VPOKE 1856+T,A
970 VPOKE 1920+T,A
980 NEXT T
990 VPOKE 8221,64
1000 VPOKE 8222,224
```

```
1010 RETURN
1020 DATA 0,90,126,60,126,90,66,0
1030 DATA 66,66,90,126,60,60,60,126
1040 DATA 126,90,66,66,66,66,66,66
1050 DATA 127,255,255,255,255,255,255,12
7
1060 DATA 0,0,0,0,0,0,0,0
1070 DATA 254,255,255,255,255,255,255,25
4
1080 DATA 0,28,31,63,63,31,28,0
1090 DATA 0,0,0,0,0,0,0,0
1100 DATA 57,57,255,255,255,255,57,57
1110 DATA 156,156,255,255,255,255,156,15
6
1120 DATA 0,0,0,0,0,0,0,0
1130 DATA 0,56,248,252,252,248,56,0
1140 DATA 255,255,255,255,255,255,126,60
1150 DATA 88,65,22,48,3,52,99,0
1160 DATA 255,255,255,255,255,255,255,25
5
1170 PUT SPRITE 1,(0,208)
1180 FOR X=0 TO 2
1190 Z=0:C=6
1200 FOR Y=0 TO 7
1210 IF Y>3 THEN Z=16:C=8-4*(X=1)-5*(X=2
)
1220 PUT SPRITE 2+X+Y*3,(85*X+RND(1)*40,
40+16*Y+Z),C,2+X+Y*3
1230 NEXT Y
1240 NEXT X
1250 FOR T=1 TO 3
1260 A(T)=INT(60*T+RND(1)*30)
1270 PUT SPRITE T+25,(A(T),23),2,T+25
1280 NEXT T
1290 N=0
1300 RETURN
1310 LOCATE 7,1
1320 PRINT RIGHT$(STR$(10000+SC),4)
1330 LOCATE 21,1
1340 PRINT RIGHT$(STR$(10000+RE),4)
1350 PUT SPRITE 29,(216,7),15,29
1360 VPOKE 6204,58
```

```
1370 VPOKE 6205,NV
1380 RETURN
10000 REM MOVIMENTACAO SPRITES
10010 FOR T=60000! TO 60129!
10020 READ A
10030 POKE T,A
10040 NEXT T
10050 RETURN
10060 DATA 33,96,24,1,64,1,62,232,205,86
,0,33,192,25,1,32,1,62,240,205
10070 DATA 86,0,201,62,2,14,1,205,207,23
4,14,253,205,207,234,14,4,205
10080 DATA 207,234,14,254,205,207,234,14
,2,205,207,234,14,252,205,207,234
10090 DATA 14,3,205,207,234,14,255,205,2
07,234,62,1,205,135,0,205
10100 DATA 74,0,14,0,254,40,32,2,14,1,25
4,56,32,2,14,253,254,72,32,2,14,4
10110 DATA 254,88,32,2,14,254,35,205,74,
0,145,50,120,230,205,77,0,201,6
10120 DATA 3,245,205,135,0,35,205,74,0,1
45,205,77,0,241,60,16,240,201
```

FI 708
9
9

FÓRMULA 1

Você deve percorrer 5 000 metros com seu Fórmula 1 o mais rápido possível, evitando os outros carros.

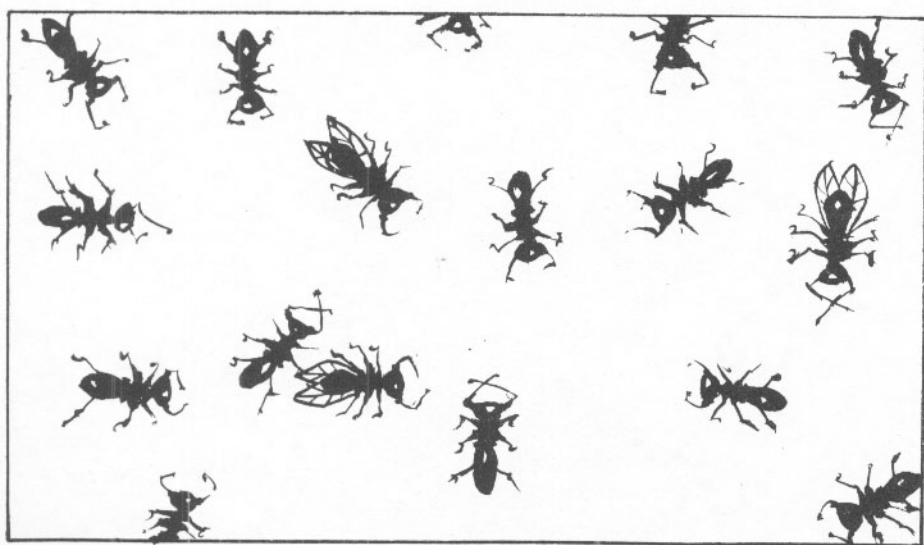
Se você bater num deles, sua velocidade se tornará nula.

Para mover-se, utilize as teclas do cursor para cima e para baixo, para acelerar, a tecla do cursor direita e, para brecar, o pedal . . . desculpe!, a tecla do cursor esquerda.

```
10 REM************
20 REM*FORMULA I*
30 REM************
40 SCREEN 1,3
50 WIDTH 32
60 KEY OFF
70 COLOR 7,2,12
80 DEFUSR=60000!
90 DEFUSR1=60023!
100 DEFUSR2=60065!
110 ON STOP GOSUB 130
120 STOP ON:GOTO 140
130 BEEP:COLOR 10,1,1:SCREEN 0:END
140 GOSUB 640
150 GOSUB 10000
160 SOUND 12,12
170 SOUND 7,0:SOUND 6,11
180 SOUND 13,12:SOUND 1,15
190 SOUND 0,255
200 Z=USR(0):Y1=80
210 PUT SPRITE 1,(0,208),,1
220 LOCATE 0,9
230 FOR T=0 TO31
240 PRINTCHR$(96+T MOD 4);:NEXT
```

```
250 LOCATE 0,13
260 FOR T=0 TO31
270 PRINTCHR$(96+T MOD 4);:NEXT
280 LOCATE 7,20
290 PRINT "0.080.160.240.320"
300 GOSUB 930:REM POS SPRITES
310 TIME=0:VI=300:NM=0:POKE 59000!,0
320 IF MT<>0 THEN GOSUB 970
330 ON SPRITE GOSUB 560
340 ON INTERVAL=VI/60 GOSUB 550
350 INTERVAL ON
360 IF VI=300 THEN INTERVAL OFF
370 PUT SPRITE 2,(201-VI/2,157),15,2
380 SOUND 8,16-INT(VI/60)
390 LOCATE 5,1
400 TA=TIME/50:PRINT TA
410 LOCATE 13,1
420 NM=NM+PEEK(59000!)
430 PRINT NM
440 POKE 59000!,0
450 IF NM>4999 THEN 570
460 SPRITE ON
470 A=STICK(0):C=1
480 IF A=3 AND VI<>60 THEN VI=VI-2:C=0
490 IF A=7 AND VI<293 THEN VI=VI+8:C=0
500 IF A=1 AND Y1<>48 THEN Y1=Y1-8
510 IF A=5 AND Y1<>112 THEN Y1=Y1+8
520 PUT SPRITE 1,(24,Y1),15,1
530 Z=USR2(0)
540 IF C=1 THEN 370 ELSE 340
550 Z=USR1(0):RETURN
560 SPRITE OFF:VI=300:SOUND 8,0:RETURN
570 INTERVAL OFF
580 BEEP:PLAY "O5L40CDCDCE"
590 IF TA<MT OR MT=0 THEN MT=TA
600 GOSUB 970
610 LOCATE 9,3
620 PRINT"TECLE <S>"
630 IF INKEY$="S" THEN CLS:GOTO 160 ELSE
 630
640 FOR T=0 TO 39
650 READ A
660 S$=S$+CHR$(A)
```

```
670 NEXT T
680 FOR T=1 TO 5
690 SPRITE$(T)=LEFT$(S$,32)
700 NEXT T
710 SPRITE$(2)=MID$(S$,33,8)
720 FOR T=0 TO 7
730 VPOKE 1856+T,0
740 VPOKE 1920+T,0
750 VPOKE 784+T,0
760 VPOKE 792+T,0
770 NEXT T
780 VPOKE 8221,1
790 VPOKE 8222,14
800 FOR T=0 TO 7
810 READ A
820 VPOKE 768+T,A
830 VPOKE 776+T,A
840 NEXT T
850 VPOKE 8204,254
860 RETURN
870 DATA 222,222,204,222,255,255,255,255
880 DATA 222,204,222,222,0,0,0,0
890 DATA 0,0,60,24,254,159,159,254
900 DATA 24,60,0,0,0,0,0,0
910 DATA 255,129,129,129,129,255,0,0
920 DATA 0,0,0,255,255,0,0,0,0
930 PUT SPRITE 3,(0,209),13,3
940 PUT SPRITE 4,(88,209),12,4
950 PUT SPRITE 5,(176,209),8,5
960 RETURN
970 LOCATE 23,1
980 PRINT SPACE$(3)
990 LOCATE 21,1
1000 PRINT MT
1010 RETURN
10000 REM MOVIMENTACAO CARRO+ESTRADA
10010 RESTORE 10070
10020 FOR T=60000! TO 60217!
10030 READ A
10040 POKE T,A
10050 NEXT T
10060 RETURN
```

```
10070 DATA 33,160,24,1,160,1,62,232,205,
86,0,33,192,24,1,96,1,62,240,205,86
10080 DATA 0,201,33,32,25,205,142,234,33
,160,25,205,142,234,42,120,230,17,3,0
10090 DATA 25,34,120,230,201,6,32,205,74
,0,60,254,100,32,2,62,96,205,77,0
10100 DATA 35,16,240,201,62,2,205,135,0,
35,205,74,0,254,111,56,98,6,4,254
10110 DATA 141,56,2,6,12,254,171,56,2,6,
20,62,3,245,197,205,135,0,35,205
10120 DATA 74,0,55,144,48,8,205,77,0,205
,222,234,24,3,205,77,0,193,241,60
10130 DATA 254,6,32,225,201,237,95,254,4
2,48,5,62,48,195,244,234,254,84,48,5
10140 DATA 62,80,195,244,234,62,110,43,2
05,77,0,35,35,35,237,95,6,8,254,42
10150 DATA 56,8,6,12,254,84,56,2,6,13,12
0,205,77,0,201,6,12,254,81,56
10160 DATA 2,6,4,62,3,245,205,135,0,35,2
05,74,0,128,220,48,235,205,77,0
10170 DATA 241,60,254,6,32,235,201,245,6
2,209,43,205,77,0,35,241,201
```

XEROS

Você deve destruir o gerador que alimenta as Xeros, terríveis formigas guerreiras, no menor tempo possível.

Para isso, mate todas as formigas. A porta se abrirá e você só precisará atirar no gerador.

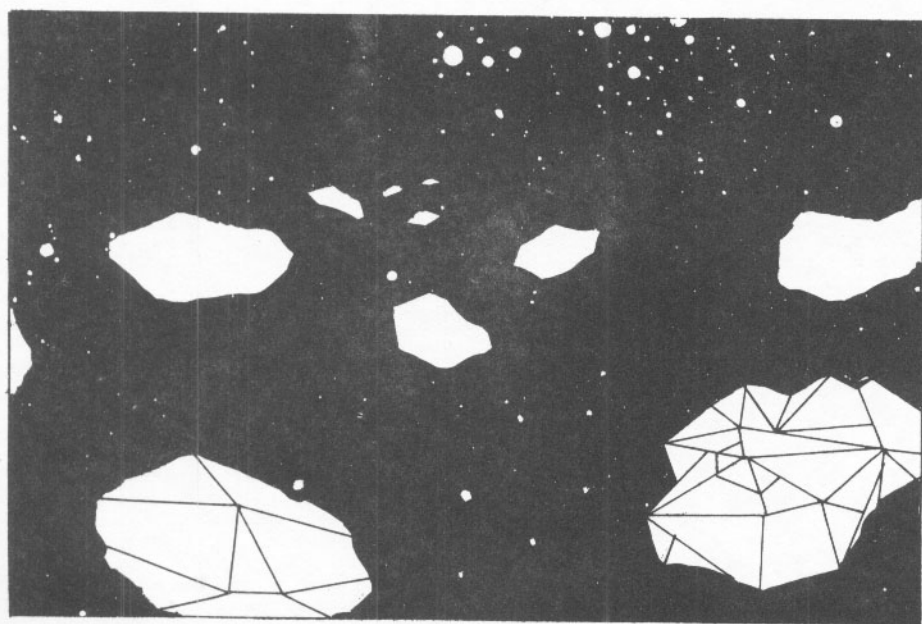
Para mover sua base, utilize as teclas do cursor esquerda e direita; para atirar, a tecla do cursor para cima.

```
10 REM********
20 REM*XEROS*
30 REM********
40 SCREEN 1,2
50 WIDTH 32
60 KEY OFF
70 DEFUSR=60000!
80 DEFUSR1=60012!
90 ON STOP GOSUB 110
100 STOP ON:GOTO 120
110 SCREEN 0:END
120 COLOR 10,1,1
130  GOSUB 10000
140 RESTORE
150 S$=' ":N=0
160 GOSUB 620
170 A=USR(0)
180 X1=116:TE=0:TI=0:X4=15:X3=0:Y3=0
190 Z=RND(-TIME)
200 GOSUB 910
210 TIME=0:SC=0
220 GOSUB 1130
```

```
230 GOSUB 1160
240 A=STICK(0)
250 IF A=7 AND X1<>20 THEN X1=X1-8:X4=X4
-1
260 IF A=3 AND X1<>228 THEN X1=X1+8:X4=X
4+1
270 IF A=1 AND TI=0 THEN X2=X1+4:Y2=167:
TI=1:X3=X4:Y3=21:PLAY "O1L64C"
280 PK=6144+32*Y3+X3:IF VPEEK(PK)=32 THE
N 310 ELSE Y2=31:IF VPEEK(PK)=120 THEN V
POKE PK,32:GOTO 310
290 IF Y3>5 THEN VPOKE PK-1,32:VPOKE PK,
32:VPOKE PK+1,32:PLAY "O5L64B":N=N+1:IF
N=16 THEN GOSUB 370
300 IF VPEEK(PK)>135 THEN 420
310 IF Y2=31 THEN Y2=209:TI=0:Y3=21
320 IF TI=1 THEN Y2=Y2-8:Y3=Y3-1
330 PUT SPRITE 2,(X2,Y2),7,2
340 PUT SPRITE 1,(X1,175),15,1
350 TE=TE+1:IF TE=15 THEN TE=0:A=USR1(0)
:SC=TIME:GOSUB 1130
360 GOTO 240
370 FOR T=0 TO 5
380 VPOKE 6317+T,32:BEEP
390 FOR I=1 TO 50:NEXT I
400 NEXT T
410 RETURN
420 IF SC<RE OR RE=0 THEN RE=SC
430 BEEP
440 SOUND 6,20:SOUND 7,7
450 SOUND 12,100:SOUND 8,16
460 SOUND 13,14:SOUND 0,1
470 FOR T=1 TO 500:NEXT T
480 FOR T=1 TO 50
490 FOR I=14 TO 1 STEP-1
500 COLOR 10,I,I+1
510 NEXT I
520 NEXT T
530 CLS
540 PUT SPRITE 1,(200,208),,1
550 COLOR 10,1,1
560 FOR T=1 TO 200:NEXT T
```

```
570 BEEP
580 TIME=SC:GOSUB 1130:GOSUB 1160
590 LOCATE 8,10
600 PRINT "TECLE <S>"
610 IF INKEY$<>"S" THEN 610 ELSE CLS:GOT
O 140
620 FOR T=0 TO 31
630 READ A
640 VPOKE 880+T,A
650 NEXT T
660 FOR T=0 TO 7
670 READ A
680 VPOKE 960+T,A
690 NEXT T
700 FOR T=8205 TO 8214
710 READ A
720 VPOKE T,A
730 NEXT T
740 FOR T=0 TO 39
750 READ A
760 S$=S$+CHR$(A):NEXT T
770 SPRITE$(1)=LEFT$(S$,32)
780 SPRITE$(2)=MID$(S$,33,8)
790 RETURN
800 DATA 5,136,94,63,63,94,136,16
810 DATA 4,136,190,255,255,190,136,80
820 DATA 32,17,125,255,255,125,17,10
830 DATA 160,17,122,252,252,122,17,8
840 DATA 255,129,129,129,129,129,129,255
850 DATA 160,128,192,96,64,96,144,16,208
,32
860 DATA 1,7,7,7,7,7,7,7
870 DATA 1,199,223,255,255,231,195,193
880 DATA 128,224,224,224,224,224,224,224
890 DATA 128,227,251,255,255,231,195,131
900 DATA 0,0,24,60,24,0,0,0
910 FOR I=0 TO 2
920 LOCATE 0,6+5*I
930 FOR T=0 TO 63
940 PRINT CHR$(120);
950 NEXT T
960 NEXT I
```

```
970 LOCATE 31,8
980 FOR T=0 TO 7
990 PRINT CHR$(32);CHR$(112);CHR$(113);C
HR$(32);
1000 NEXT T
1010 LOCATE 1,14
1020 FOR T=0 TO 7
1030 PRINT CHR$(32);CHR$(110);CHR$(111);
CHR$(32);
1040 NEXT T
1050 LOCATE 0,3
1060 FOR T=0 TO 95
1070 PRINT CHR$(128);:NEXT T
1080 FOR X=0 TO 5
1090 LOCATE X+13,4
1100 PRINT CHR$(136+X*8);
1110 NEXT X:PRINT
1120 RETURN
1130 LOCATE 7,1
1140 PRINT RIGHT$(STR$(INT(SC/50)+10000)
,4)
1150 RETURN
1160 LOCATE 21,1
1170 PRINT RIGHT$(STR$(INT(RE/50)+10000)
,4)
1180 RETURN
10000 REM MOVIMENTACAO XEROS
10010 RESTORE 10070
10020 FOR T=60000! TO 60177!
10030 READ A
10040 POKE T,A
10050 NEXT T
10060 RETURN
10070 DATA 33,0,4,1,192,1,62,255,205,86,
0,201,30,0,1,112,3,205,130,234
10080 DATA 237,75,122,230,3,28,123,254,4
,32,242,195,171,234,237,67,120,230,42,12
0
10090 DATA 230,1,7,0,9,34,122,230,42,120
,230,205,74,0,245,42,122,230,205,74
10100 DATA 0,42,120,230,205,77,0,241,42,
122,230,205,77,0,201,33,63,25,6,31
```

```
10110 DATA 205,190,234,33,192,25,6,31,20
5,212,234,195,234,234,205,74,0,245,43,20
5
10120 DATA 74,0,35,205,77,0,43,43,16,245
,241,35,205,77,0,201,205,74,0,245
10130 DATA 35,205,74,0,43,205,77,0,35,35
,16,245,241,43,205,77,0,201,33,255
10140 DATA 24,6,63,205,190,234,33,96,25,
6,63,205,212,234,33,63,26,6,63,205
10150 DATA 190,234,6,6,33,17,32,205,74,0
,60,205,77,0,35,16,246,201
```

ASTERÓIDES

Atire nos asteróides antes que eles o destruam.

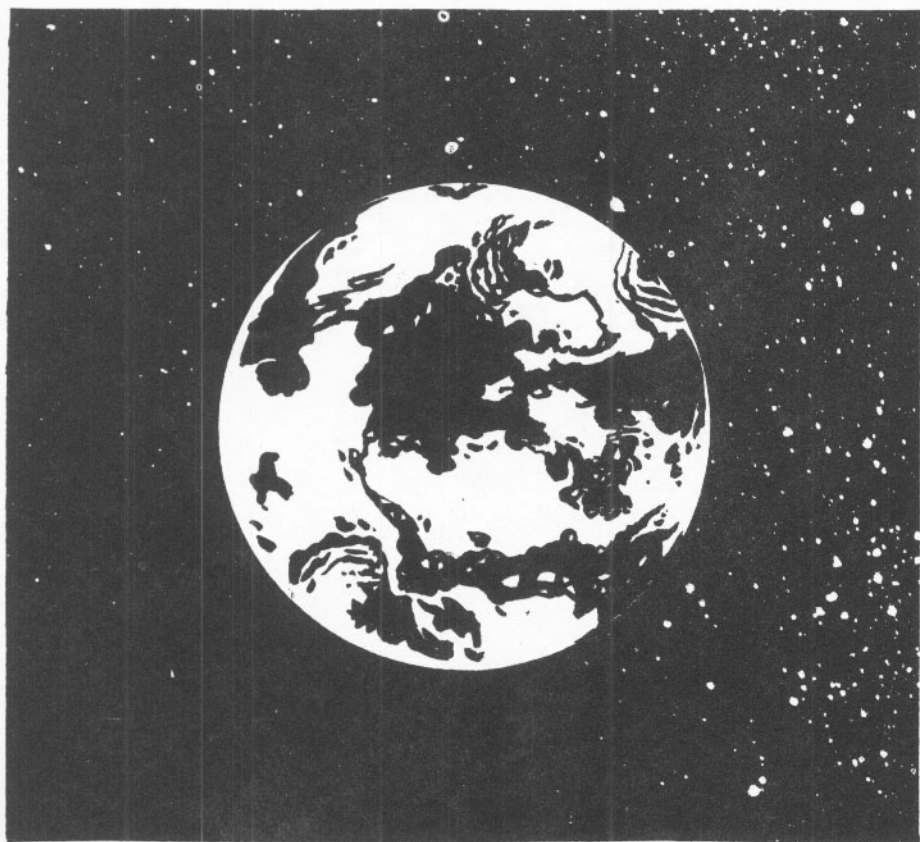
Para manobrar sua base, utilize as teclas do cursor esquerda e direita; para atirar, a tecla do cursor para cima.

Você pode modificar a velocidade do jogo, dando à variável VI (linha 80) um valor compreendido entre 1 e 5, 1 sendo a maneira mais rápida.

```
10 REM*************
20 REM*ASTEROIDES*
30 REM*************
40 SCREEN 1,2
50 WIDTH 32
60 KEY OFF
70 COLOR 10,0,0
80 CLEAR 1000:VI=3
90 POKE 59005!,7:POKE 59006!,11
100 ON STOP GOSUB 120
110 STOP ON:GOTO 130
120 SCREEN 0:END
130 Z=RND(-TIME)
140 GOSUB 10000
150 DEFUSR=60000!
160 DEFUSR1=60012!
170 GOSUB 540
180 GOSUB 850
190 GOSUB 930
200 POKE 59000!,0:POKE 60201!,VI
210 SPRITE$(1)=LEFT$(S$,32)
220 PUT SPRITE 1,(124,176),15,1
```

```
230 PUT SPRITE 2,(128,246),2,2
240 FOR T=3 TO PEEK(59005!)-1
250 PUT SPRITE T,(RND(1)*256,(T-3)*16),9
,T
260 NEXT T
270 FOR T=PEEK(59005!) TO PEEK(59006!)-1
280 PUT SPRITE T,(RND(1)*256,(T-3)*16+8)
,9,T
290 NEXT T
300 POKE 59014!,PEEK(59006!)-3
310 A=USR1(0)
320 IF PEEK(59014!)=0 THEN 200
330 SOUND 6,20:SOUND 1,12
340 SOUND 7,7:SOUND 12,50:SOUND 8,16
350 SOUND 13,0
360 FOR T=1 TO 100
370 SPRITE$(1)=A$
380 SPRITE$(1)=B$
390 NEXT T
400 SOUND 8,0
410 IF VPEEK(6191)=48 THEN 440
420 VPOKE 6191,VPEEK(6191)-1
430 GOTO 200
440 IN=1
450 A=6183
460 IF VPEEK(A)<VPEEK(A+13) THEN 500 ELS
E IF VPEEK(A)=VPEEK(A+13) AND A<>6186 TH
EN A=A+1:GOTO 460
470 FOR T=6183 TO 6186
480 VPOKE T+13,VPEEK(T)
490 NEXT T
500 LOCATE 8,10
510 PRINT "TECLE <S>"
520 IF INKEY$<>"S" THEN 520
530 A=USR(0):GOTO 180
540 RESTORE 730
550 FOR T=0 TO 71
560 READ A
570 S$=S$+CHR$(A)
580 NEXT T
590 SPRITE$(2)=MID$(S$,33,8)
600 FOR T=3 TO 10
610 SPRITE$(T)=MID$(S$,41,32)
620 NEXT T
```

```
630 FOR T=0 TO 23
640 READ A
650 VPOKE 1856+T MOD 8+INT(T/8)*64,A
660 NEXT T
670 VPOKE 8221,240:VPOKE 8222,160
680 VPOKE 8223,112
690 FOR T=0 TO 63
700 IF T<32 THEN A$=A$+CHR$(RND(1)*255)
ELSE B$=B$+CHR$(RND(1)*255)
710 NEXT T
720 RETURN
730 DATA 1,3,7,7,7,3,3,3
740 DATA 7,15,31,63,60,60,48,0
750 DATA 128,192,224,224,224,192,192,192
760 DATA 224,240,248,252,60,60,12,0
770 DATA 24,24,60,126,126,126,102,66
780 DATA 0,0,1,3,15,15,31,63
790 DATA 63,31,15,15,3,1,0,0
800 DATA 0,0,128,192,240,240,248,252
810 DATA 252,248,240,240,192,128,0,0
820 DATA 0,0,8,0,0,0,32,0
830 DATA 0,0,32,0,0,0,0,0
840 DATA 0,128,0,0,0,0,0,32
850 LOCATE 7,1
860 PRINT "0000"
870 LOCATE 15,1
880 PRINT "2"
890 IF IN=1 THEN RETURN
900 LOCATE 20,1
910 PRINT "0000"
920 RETURN
930 PUT SPRITE 1,(0,208),15,1
940 FOR T=1 TO 100
950 LOCATE RND(1)*31,RND(1)*22+2
960 PRINT CHR$(232+INT(RND(1)*3)*8);:NEX
T T
970 RETURN
10000 REM ROTINA PRINCIPAL
10010 RESTORE 10070
10020 FOR T=60000! TO 60417!
10030 READ A
10040 POKE T,A
10050 NEXT T
10060 RETURN
```

```
10070 DATA 33,64,24,1,192,2,62,32,205,86
,0,201,62,8,205,65,1,71,62,1
10080 DATA 205,135,0,35,205,74,0,203,96,
32,11,254,20,40,20,214,2,205,77,0
10090 DATA 24,13,203,120,32,9,254,220,40
,5,198,2,205,77,0,79,62,2,205,135
10100 DATA 0,58,120,230,254,1,40,23,203,
104,32,38,62,160,205,77,0,35,121,198
10110 DATA 4,205,77,0,62,1,50,120,230,24
,19,205,74,0,254,24,32,7,62,0
10120 DATA 50,120,230,62,250,214,4,205,7
7,0,58,121,230,60,50,121,230,254,0,32
10130 DATA 26,33,29,32,205,74,0,245,33,3
0,32,205,74,0,33,29,32,205,77,0
10140 DATA 241,33,30,32,205,77,0,62,3,24
5,205,152,235,241,60,33,125,230,190,32
10150 DATA 244,245,205,192,235,241,60,33
,126,230,190,32,244,62,2,205,54,235,62,0
10160 DATA 50,132,230,62,1,205,54,235,58
,132,230,254,1,200,58,134,230,254,0,200
10170 DATA 6,2,62,0,60,254,0,32,251,16,2
47,195,108,234,205,135,0,205,74,0
10180 DATA 71,35,205,74,0,79,62,3,245,20
5,81,235,241,60,33,126,230,190,32,244
10190 DATA 201,205,135,0,205,74,0,144,48
,2,238,255,254,8,208,35,205,74,0,145
10200 DATA 48,2,238,255,254,8,208,62,255
,205,77,0,43,62,209,205,77,0,62,2
10210 DATA 205,135,0,62,246,205,77,0,62,
0,50,120,230,62,1,50,132,230,205,192
10220 DATA 0,205,232,235,58,134,230,61,5
0,134,230,201,205,135,0,205,74,0,254,209
10230 DATA 200,35,205,74,0,198,2,205,77,
0,43,205,74,0,60,254,208,32,9,237
10240 DATA 95,35,205,77,0,43,62,16,205,7
7,0,201,205,135,0,205,74,0,254,209
10250 DATA 200,35,205,74,0,214,2,205,77,
0,43,205,74,0,60,254,208,32,9,237
10260 DATA 95,35,205,77,0,43,62,16,205,7
7,0,201,6,4,33,42,24,205,74,0
10270 DATA 60,254,58,40,4,205,77,0,201,6
2,48,205,77,0,43,16,236,201
```

PÂNICO

Até o espaço está atravancado!

Recupere a energia das cápsulas azuis, evitando as outras naves que se tornam cada vez mais numerosas.

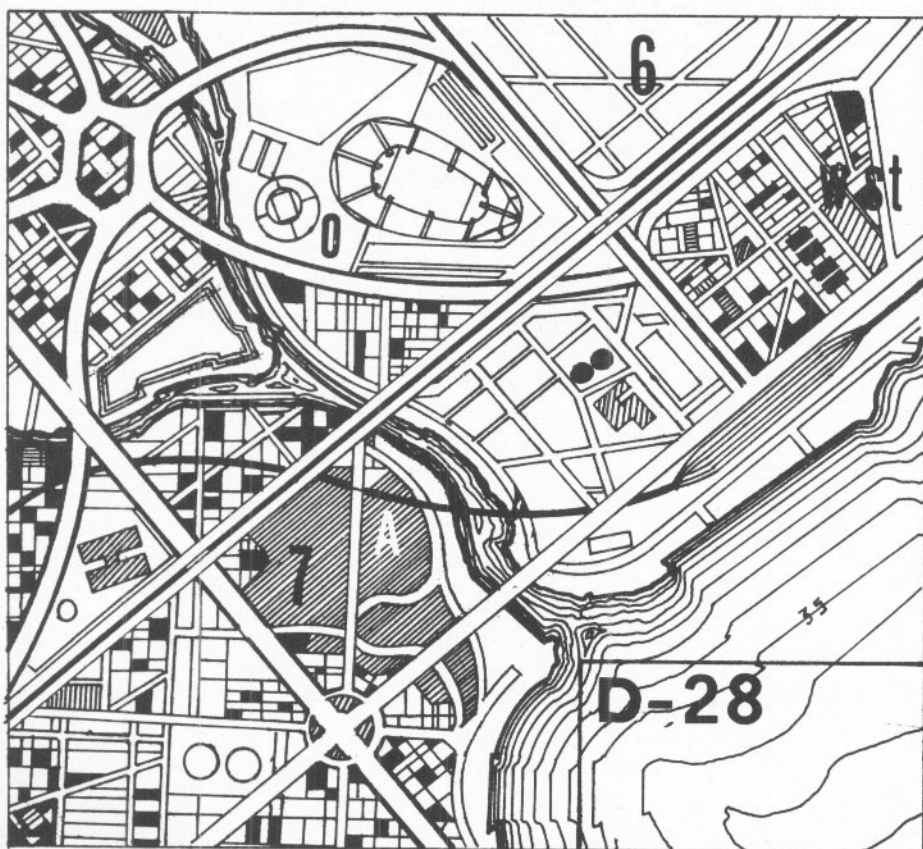
Para mover sua nave, utilize as teclas do cursor esquerda e direita.

A parte principal deste programa sendo em assembler, você deverá esperar a explosão de sua nave para apertar a tecla STOP.

```
10 REM*********
20 REM*PANICO*
30 REM*********
40 SCREEN 1,2
50 COLOR 7,1,1
60 WIDTH 32
70 KEY OFF
80 DEFUSR=60000!
90 Z=RND(-TIME)
100 ON STOP GOSUB 120
110 STOP ON:GOTO 130
120 SCREEN 0:END
130 GOSUB 400
140 GOSUB 10000
150 POKE 59004!,10
160 GOSUB 610:WY=1
170 SPRITE$(1)=S$
180 PUT SPRITE 1,(120,183),15,1
190 POKE 59000!,15:POKE 59003!,0
200 A=USR(0)
210 PUT SPRITE 1,(PEEK(59000!)*8-4,175),
9,1
```

```
220 SOUND 6,20:SOUND 7,7
230 SOUND 12,26:SOUND 8,16
240 SOUND 13,0
250 FOR T=1 TO 100
260 SPRITE$(1)=D$
270 SPRITE$(1)=""
280 SPRITE$(1)=E$
290 SPRITE$(1)=""
300 NEXT T
310 IF VPEEK(6191)=48 THEN 340
320 VPOKE 6191,VPEEK(6191)-1
330 GOTO 170
340 T=6182
350 IF VPEEK(T)<VPEEK(T+15) THEN 370
360 IF T=6185 OR VPEEK(T)>VPEEK(T+15) TH
EN FOR T=0 TO 3:VPOKE 6197+T,VPEEK(6182+
T):NEXT T ELSE T=T+1:GOTO 350
370 LOCATE 10,8
380 PRINT "TECLE <S>"
390 IF INKEY$<>"S" THEN 390 ELSE 150
400 FOR T=0 TO 7
410 READ A
420 S$=S$+CHR$(A)
430 NEXT T
440 FOR T=0 TO 15
450 READ A
460 VPOKE 760+T,A
470 NEXT T
480 FOR T=58000! TO 58255!
490 POKE T,2+RND(1)*30
500 NEXT T
510 FOR T=0 TO 31
520 D$=D$+CHR$(RND(1)*255)
530 E$=E$+CHR$(RND(1)*255)
540 NEXT T
550 VPOKE 8204,81
560 VPOKE 8203,161
570 RETURN
580 DATA 24,24,24,24,60,126,102,66
590 DATA 66,102,126,60,24,24,24,24
600 DATA 0,0,16,56,16,40,0,0
610 LOCATE 6,1
```

```
620 PRINT "OOOO"
630 LOCATE 15,1
640 PRINT "2"
650 IF WY=1 THEN RETURN
660 LOCATE 21,1
670 PRINT "OOOO"
680 RETURN
10000 REM ROTINA PRINCIPAL
10010 RESTORE 10070
10020 FOR T=60000! TO 60249!
10030 READ A
10040 POKE T,A
10050 NEXT T
10060 RETURN
10070 DATA 62,32,33,64,24,1,191,2,205,21
,8,62,0,50,125,230,205,64,235,62
10080 DATA 1,205.135,0,35,205,74,0,245,6
2,8,205,65,1,203,103,32,20,241,254
10090 DATA 16,40,39,214,8,205,77,0,58,12
0,230,61,50,120,230,195,178,234,203,127
10100 DATA32,19,241,254,248,40,15,198,8,
205,77,0,58,120,230,60,50,120,230,24
10110 DATA 1,241,205,206,234,254,96,32,9
,205,192,0,205,38,235,195,197,234,254,95
10120 DATA 200,205,13,235,205,220,234,19
5,112,234,237,91,120,230,22,0,33,224,26,
25
10130 DATA 205,74,0,201,58,122,230,60,50
,122,230,95,22,0,33,144,226,25,126,95
10140 DATA 33,96,24,25,58,123,230,60,50,
123,230,71,58,124,230,184,32,9,62,0
10150 DATA 50,123,230,62,95,24,2,62,96,2
05,77,0,201,33,64,24,17,220,230,1
10160 DATA 160,2,205,89,0,33,220,230,17,
96,24,1,160,2,205,92,0,201,6,3
10170 DATA 33,41,24,205,74,0,254,57,40,5
,60,205,77,0,201,62,48,205,77,0
10180 DATA 43,16,236,201,58,125,230,60,5
0,125,230,254,0,192,58,124,230,61,254,2
10190 DATA 216,50,124,230,62,0,50,123,23
0,201
```

6
W St
0
A
7
3.5
D-28

SALVAMENTO

O solo argiloso está engolindo a cidade!

Evacue os habitantes com a ajuda de seu aparelho.

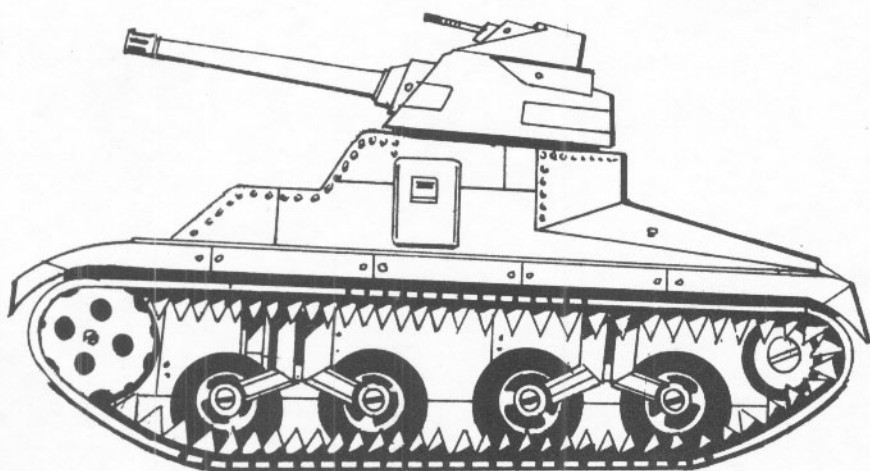
Se você conseguir salvar todos, um certo número de pontos lhe será atribuído em função do tempo gasto. A seguir, uma outra cidade aparecerá, mas afundará ainda mais depressa.

Para manobrar seu aparelho, utilize as teclas do cursor.

```
10 REM*************
20 REM*SALVAMENTO*
30 REM*************
40 SCREEN 1,2
50 WIDTH 32
60 KEY OFF
70 Z=RND(-TIME)
80 ON STOP GOSUB 100
90 STOP ON:GOTO 110
100 COLOR 10,1,1:SCREEN 0:END
110  COLOR 1,2,1
120  GOSUB 610
130 GOSUB 10000
140 VI=50:NV=2
150 DEFUSR=60000!
160 POKE 59000!,VI
170 POKE 59001!,5
180 CLS
190 GOSUB 1030
200 GOSUB 860
210 POKE 59002!,20
220 N=0
```

```
230 X1=120:Y1=16:PK=6223
240 SPRITE$(1)=A$
250 A=STICK(0):Z=USR(0):IF PEEK(59002!)=
0 THEN 530
260 IF A=7 AND X1<>8 THEN X1=X1-8:PK=PK-
1:SPRITE$(1)=B$
270 IF A=3 AND X1<>240 THEN X1=X1+8:PK=P
K+1:SPRITE$(1)=A$
280 IF A=1 AND Y1<>16 THEN Y1=Y1-8:PK=PK
-32
290 IF A=5 AND Y1<>176 THEN Y1=Y1+8:PK=P
K+32
300 PUT SPRITE 1,(X1,Y1),13,1
310 A=VPEEK(PK):B=VPEEK(PK+1)
320 IF A=32 AND B=32 THEN 250
330 IF A=240 OR B=240 THEN 440
340 IF A=248 THEN VPOKE PK,32:PLAY "O5L6
4CD":N=N+1:SC=SC+1
350 IF B=248 THEN VPOKE PK+1,32:PLAY "O5
L64CD":N=N+1:SC=SC+1
360 GOSUB 1030
370 IF N<5 THEN 250
380 BO=1
390 IF PEEK(59002!)>2 THEN SC=SC+1:PLAY
"O5L64CD":GOSUB 1030:POKE 59002!,PEEK(59
002!)-2 ELSE 410
400 IF PLAY(0)=-1 THEN 400 ELSE 390
410 BO=0
420 IF VI>10 THEN VI=VI-3
430 GOTO 160
440 SOUND 6,20:SOUND 8,16
450 SOUND 7,7:SOUND 12,26
460 SOUND 13,0
470 PUT SPRITE 1,(X1,Y1-8),9,1
480 FOR T=1 TO 100
490 SPRITE$(1)=C$
500 SPRITE$(1)=D$
510 NEXT T
520 SOUND 7,254
530 IF NV=0 THEN 560
540 NV=NV-1:GOSUB 1030
550 GOTO 230
```

```
560 IF SC>RE THEN RE=SC:GOSUB 1030
570 LOCATE 8,10
580 PRINT "TECLE <S>"
590 IF INKEY$<>"S" THEN 590
600 SC=0:GOTO 140
610 FOR T=0 TO 15
620 READ A
630 VPOKE 1920-56*(T>7)+T,A
640 NEXT T
650 VPOKE 8222,30
660 VPOKE 8219,144
670 VPOKE 8223,242
680 FOR T=0 TO 47
690 READ A
700 S$=S$+CHR$(A)
710 NEXT T
720 A$=LEFT$(S$,24)
730 B$=MID$(S$,25,24)
740 FOR T=0 TO 63
750 IF T<32 THEN C$=C$+CHR$(RND(1)*255)
ELSE D$=D$+CHR$(RND(1)*255)
760 NEXT T
770 RETURN
780 DATA 255,129,129,129,129,129,129,255
790 DATA 0,0,0,84,124,16,56,108
800 DATA 128,192,224,240,255,255,255,127
810 DATA 0,0,0,0,0,0,0,0
820 DATA 0,0,0,224,248,254,255,254
830 DATA 0,0,0,7,31,127,255,127
840 DATA 0,0,0,0,0,0,0,0
850 DATA 1,3,7,15,255,255,255,254
860 PUT SPRITE 1,(100,208),,1
870 FOR X=6880 TO 6911
880 VPOKE X,219
890 NEXT X
900 FOR X=0 TO 31 STEP 2
910 A=INT(RND(1)*15)+4
920 FOR Y=A TO 22
930 LOCATE X,Y
940 PRINT CHR$(240);CHR$(240);
950 NEXT Y
960 NEXT X
```

```
970 FOR T=1 TO 5
980 X=(RND(1)*30)+2
990 Y=22
1000 Z=VPEEK(6144+X+Y*32):IF Z=240 THEN
Y=Y-1:GOTO 1000
1010 IF Z=32 THEN VPOKE 6144+X+Y*32,248:
NEXT T ELSE 980
1020 RETURN
1030 LOCATE 7,1
1040 PRINT RIGHT$(STR$(10000+SC),4)
1050 IF BO=1 THEN RETURN
1060 LOCATE 15,1
1070 PRINT NV
1080 LOCATE 21,1
1090 PRINT RIGHT$(STR$(10000+RE),4)
1100 RETURN
10000 REM DESTRUICAO CIDADE
10010 FOR T=60000! TO 60047!
10020 READ A
10030 POKE T,A
10040 NEXT T
10050 RETURN
10060 DATA 58,121,230,61,50,121,230,254,
0,192,58,120,230,50,121,230,33,64,24,1
10070 DATA 128,2,17,128,187,205,89,0,17,
96,24,1,128,2,33,128,187,205,92,0
10080 DATA 58,122,230,61,50,122,230,201
```

NP
MN-6

TANQUES

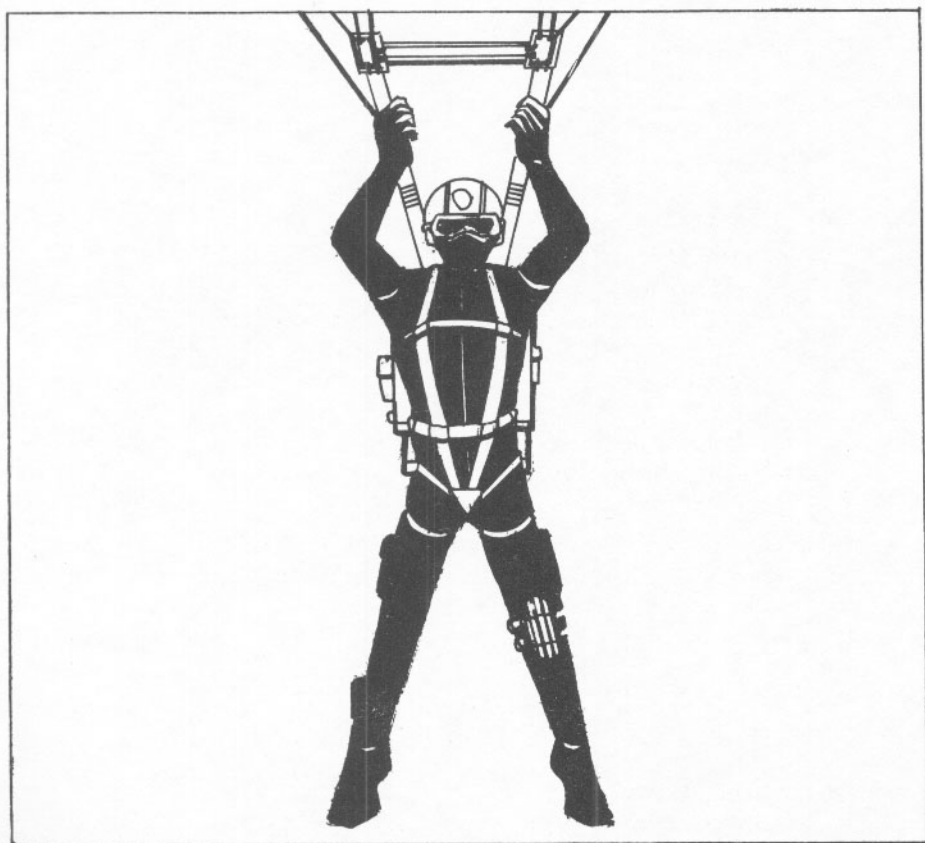
Neste jogo, você deve impedir os tanques, que atacam em ondas cada vez mais rápidas, de atravessarem o rio.

Você poderá deslocar-se horizontalmente com a ajuda das teclas do cursor esquerda e direita; atirar, com a tecla do cursor para cima; modificar o comprimento do tiro, apertando simultaneamente as teclas do cursor para baixo e esquerda, para diminuí-lo; as teclas do cursor para baixo e direita, para aumentá-lo. Esse comprimento está inscrito entre o escore e o recorde.

```
10 REM*********
20 REM*TANQUES*
30 REM*********
40 SCREEN 1,2
50 COLOR 5,3,12
60 WIDTH 32
70 KEY OFF
80 DEFUSR=60000!
90 DEFUSR1=60072!
100 DEFUSR2=60178!
110 ON STOP GOSUB 130
120 STOP ON:GOTO 140
130 COLOR 10,1,1:SCREENO:END
140 GOSUB 570
150 GOSUB 10000
160 GOSUB 890
170 GOSUB 940
180 X1=120:DI=10:LOCATE 14,1:PRINT DI
190 VI=4
200 POKE 59000!,2:POKE 59001!,0
210 POKE 59002!,0:POKE 59006!,0
```

```
220 FOR T=3 TO 12
230 PUT SPRITE T,(255,0),8,T
240 NEXT T
250 POKE 60080!,VI
260 A=STICK(0):Z=USR1(0)
270 IF PEEK(59006!)=1 THEN 480
280 IF A=7 AND X1<>24 THEN X1=X1-4
290 IF A=3 AND X1<>232 THEN X1=X1+4
300 IF A=1 AND CO=0 THEN CO=1:X2=X1:Y2=1
68:D1=DI:SPRITE$(2)=C$
310 IF A=4 AND DI<>36 THEN DI=DI+1:LOCAT
E 14,1:PRINT DI:BEEP
320 IF A=6 AND DI<>10 THEN DI=DI-1:LOCAT
E 14,1:PRINT DI:BEEP
330 PUT SPRITE 2,(X2,Y2),1,2
340 IF CO=0 THEN 460
350 IF Y2=168-4*D1 THEN Y2=209:CO=0:SPRI
TE$(2)=D$:Z=USR(0) ELSE Y2=Y2-4:GOTO 460
360 B=PEEK(59004!)
370 IF B=13 THEN PLAY "O1L64C":GOTO 460
380 PUT SPRITE B,(255,209),,B
390 SOUND 6,20:SOUND 7,7
400 SOUND 12,26:SOUND 8,16
410 SOUND 13,0
420 POKE 59004!,13
430 SC=SC+1
440 GOSUB 890
450 IF SC MOD 10=0 THEN IF VI<>1 THEN VI
=VI-1:GOTO 200 ELSE 200
460 PUT SPRITE 1,(X1,168),15,1
470 GOTO 260
480 SOUND 7,254
490 PLAY "O5L64CDE"
500 IF SC>RE THEN RE=SC:GOSUB 890
510 LOCATE 8,10
520 PRINT "TECLE <S>"
530 IF INKEY$<>"S" THEN 530
540 PUT SPRITE 1,(0,208),15,1
550 CO=0:Y2=209
560 SC=0:CLS:GOTO 160
570 RESTORE 750
580 FOR T=0 TO 79
```

```
590 READ A
600 S$=S$+CHR$(A)
610 NEXT T
620 FOR T=3'TO 12
630 SPRITE$(T)=LEFT$(S$,32)
640 NEXT T
650 SPRITE$(1)=MID$(S$,33,32)
660 C$=MID$(S$,65,8)
670 D$=MID$(S$,73,8)
680 FOR T=0 TO 31
690 READ A
700 VPOKE 1848+T,A
710 NEXT T
720 VPOKE 8220,44
730 VPOKE 8221,220
740 RETURN
750 DATA 0,0,0,0,0,0,0,0
760 DATA 0,0,0,0,0,0,0,0
770 DATA 198,254,254,254,198,214,214,254
780 DATA 254,254,214,16,16,0,0,0
790 DATA 0,0,0,0,0,4,4,4
800 DATA 4,255,255,117,117,113,255,255
810 DATA 0,0,0,0,0,0,0,0
820 DATA 0,240,240,192,192,192,240,240
830 DATA 4,4,4,0,0,0,0,0
840 DATA 136,2,41,132,17,72,34,8
850 DATA 255,255,255,255,0,0,0,0
860 DATA 202,255,255,255,255,255,255,255
870 DATA 255,255,255,255,255,255,255,255
880 DATA 255,255,255,255,255,255,255,202
890 LOCATE 7,1
900 PRINT RIGHT$(STR$(10000+SC),4)
910 LOCATE 21,1
920 PRINT RIGHT$(STR$(10000+RE),4)
930 RETURN
940 Z=USR2(0)
950 LOCATE 0,13
960 FOR T=0 TO 31
970 PRINT CHR$(232);
980 NEXT T
990 FOR T=0 TO 63
1000 PRINT CHR$(233);
1010 NEXT T
```

```
1020 FOR T=0 TO 31
1030 PRINT CHR$(234);
1040 NEXT T
1050 RETURN
10000 REM DESLOCAMENTO SPRITE+TECLA?
10010 RESTORE 10070
10020 FOR T=60000! TO 60189!
10030 READ A
10040 POKE T,A
10050 NEXT T
10060 RETURN
10070 DATA 62,13,50,124,230,62,2,205,135
,0,205,74,0,214,4,71,35,205,74,0
10080 DATA 214,8,79,62,3,245,50,125,230,
205,135,234,241,60,254,13,32,243,201,205
10090 DATA 135,0,205,74,0,144,48,2,238,2
55,254,6,208,35,205,74,0,145,48,2
10100 DATA 238,255,254,6,208,58,125,230,
50,124,230,201,58,122,230,60,50,122,230,
254
10110 DATA 4,192,62,0,50,122,230,58,121,
230,60,50,121,230,254,15,32,32,62,0
10120 DATA 50,121,230,58,120,230,254,12,
40,20,60,50,120,230,205,135,0,62,24,205
10130 DATA 77,0,35,237,95,198,56,205,77,
0,58,120,230,254,2,200,62,2,245,205
10140 DATA 135,0,205,74,0,60,205,77,0,25
4,130,32,13,35,205,74,0,254,255,40
10150 DATA 5,62,1,50,126,230,241,71,58,1
20,230,184,200,120,60,195,234,234,33,96
10160 DATA 24,1,160,2,62,231,205,86,0,20
1
```

S.O.S.

Recupere os pára-quedistas com o auxílio de seu barco. Mas este é arrastado para a margem.

O número, situado entre o escore e o recorde, corresponde ao número de pára-quedistas que seu barco contém. Se este chegou a 5, você não pode mais recuperar pára-quedistas.

Para esvaziar o barco, volte à margem.

O barco pode ser movido com o auxílio das teclas do cursor esquerda e direita.

```
10 REM*******
20 REM*S.O.S*
30 REM*******
40 SCREEN 1,2
50 COLOR 8,7,12
60 WIDTH 32
70 KEY OFF
80 DEFUSR=60000!
90 ON STOP GOSUB 110
100 STOP ON:GOTO 120
110 COLOR 10,1,1:SCREEN 0:END
120 GOSUB 520
130 GOSUB 10000
140 GOSUB 920
150 GOSUB 870
160 FOR T=2 TO 31
170 PUT SPRITE T,(255,0),13,T
180 NEXT T
190 X1=208
200 N=0:LOCATE 15,1:PRINT N
210 CO=1:DE=0:VI=48
220 POKE 59000!,0
```

```
230 POKE 59001!,2
240 POKE 60016!,VI
250 A=STICK(0):Z=USR(0)
260 VPOKE 1855,VPEEK(1855)XOR 255
270 Z=PEEK(59004!)
280 IF Z=2 AND N=5 THEN Z=1
290 IF Z=2 AND N<>5 THEN BEEP:SC=SC+1:GO
SUB 870:N=N+1
300 IF Z=1 THEN PLAY "O1L64C":DE=DE+1:VP
OKE 6201+DE,240:IF DE=5 THEN 400
310 IF X1=208 AND N<>0 THEN PLAY "O5L64C
D":N=0
320 IF A=7 AND X1>19 THEN X1=X1-4
330 IF A=3 AND X1<205 THEN X1=X1+4
340 IF X1<>208 THEN X1=X1+1
350 PUT SPRITE 1,(X1,160),1,1
360 LOCATE 15,1:PRINT N
370 IF PEEK(59005!)<>22 THEN 250
380 IF VI>23 THEN VI=VI-8
390 GOTO 220
400 IF SC>RE THEN RE=SC:GOSUB 870
410 LOCATE 9,10
420 PRINT "TECLE <S>"
430 IF INKEY$<>"S" THEN 430
440 LOCATE 9,10
450 PRINT SPACE$(15)
460 N=0
470 FOR X=6202 TO 6206
480 VPOKE X,32
490 NEXT X
500 SC=0:PUT SPRITE 1,(0,208),,1
510 GOTO 150
520 RESTORE 750
530 FOR T=0 TO 55
540 READ A
550 S$=S$+CHR$(A)
560 NEXT T
570 SPRITE$(1)=LEFT$(S$,24)
580 FOR T=2 TO 31
590 SPRITE$(T)=MID$(S$,25,32)
600 NEXT T
610 FOR T=0 TO 23
```

```
620 READ A
630 VPOKE 1848+T,A
640 NEXT T
650 VPOKE 8219,64
660 VPOKE 8221,167
670 VPOKE 8220,71
680 FOR T=0 TO 15
690 READ A
700 VPOKE 1920+T-56*(T>7),A
710 NEXT T
720 VPOKE 8222,23
730 VPOKE 8223,164
740 RETURN
750 DATA 0,0,0,240,255,255,127,63
760 DATA 0,0,0,0,0,0,0,0
770 DATA 0,0,0,15,255,255,254,252
780 DATA 0,0,3,7,15,31,31,21
790 DATA 8,4,2,1,0,0,0,0
800 DATA 0,0,248,252,254,255,255,85
810 DATA 2,4,8,80,224,64,160,0
820 DATA 0,0,0,0,0,0,0,153
830 DATA 255,255,255,255,255,255,255,255
840 DATA 63,127,255,255,255,255,255,255
850 DATA 24,24,126,126,24,24,24,24
860 DATA 0,0,0,0,0,1,3,7
870 LOCATE 8,1
880 PRINT RIGHT$(STR$(10000+SC),4)
890 LOCATE 21,1
900 PRINT RIGHT$(STR$(10000+RE),4)
910 RETURN
920 FOR X=0 TO 27
930 FOR Y=21 TO 24
940 VPOKE 6144+Y*32+X,219
950 NEXT Y
960 NEXT X
970 FOR X=0 TO 27
980 LOCATE X,20
990 PRINT CHR$(231);
1000 NEXT X
1010 FOR X=28 TO 31
1020 FOR Y=20 TO 24
1030 VPOKE 6144+Y*32+X,232
```

```
1040 NEXT Y
1050 NEXT X
1060 VPOKE 6812,233
1070 VPOKE 6907,248
1080 RETURN
10000 REM MOVIMENTACAO PARA+SALVA?
10010 RESTORE 10070
10020 FOR T=60000! TO 60167!
10030 READ A
10040 POKE T,A
10050 NEXT T
10060 RETURN
10070 DATA 62,0,50,124,230,50,125,230,58
,120,230,60,50,120,230,254,50,32,32,62
10080 DATA 0,50,120,230,58,121,230,254,2
2,40,20,60,50,121,230,205,135,0,62,24
10090 DATA 205,77,0,35,237,95,198,48,205
,77,0,62,3,245,50,126,230,205,163,234
10100 DATA 241,60,254,23,32,243,201,205,
135,0,205,74,0,254,0,200,60,254,152,32
10110 DATA 53,58,126,230,50,125,230,62,0
,205,77,0,35,205,74,0,245,62,255,205
10120 DATA 77,0,62,1,205,135,0,35,205,74
,0,71,241,144,48,2,238,255,254,8
10130 DATA 56,6,62,1,50,124,230,201,62,2
,50,124,230,201,205,77,0,6,1,237
10140 DATA 95,254,64,48,2,6,255,35,205,7
4,0,254,24,32,2,6,1,254,208,32
10150 DATA 2,6,255,128,205,77,0,201
```

CAVERNAS

O objetivo do jogo é apanhar os sacos de ouro espalhados nas 8 cavernas. Mas cuidado com os monstros!

Se você conseguir recuperar todos os sacos de ouro, deverá subir à superfície para mudar de cavernas . . .

O número entre o escore e o recorde é seu bônus.

Se um dos monstros o tocar, você perderá 20 pontos e se seu escore não dá para tanto, a partida acabou, assim como se o bônus for 0.

Para mover-se, utilize as teclas do cursor.

```
10 REM**********
20 REM*CAVERNAS*
30 REM**********
40 SCREEN 1,2
50 WIDTH 32
60 KEY OFF
70 COLOR 10,1,1
80 Z=RND(-TIME)
90 DEFUSR=60000!
100 ON STOP GOSUB 120
110 STOP ON:GOTO 130
120 SCREEN0:COLOR 10,1,1:END
130 GOSUB 720
140 GOSUB 10000
150 N1=1
160 GOSUB 1110
170 GOSUB 1290
180 GOSUB 1340
190 RESTORE 250
200 FOR T=2 TO 5
```

```
210 READ A
220 X=RND(1)*200+20
230 PUT SPRITE T,(X,T*32-4),A,T
240 NEXT T
250 DATA 9,2,4,8
260 POKE 59000!,247
270 POKE 59001!,6
280 POKE 59002!,249
290 POKE 59003!,8
300 TIME=0
310 PUT SPRITE 1,(120,32),7,1
320 POKE 59006!,N1+5
330 BO=45-INT(TIME/50)
340 IF BO>=0 THEN 440
350 PLAY "O2L64GABAG"
360 IF SC>RE THEN RE=SC:GOSUB 1290
370 LOCATE 8,23
380 PRINT "TECLE <S>";
390 IF PLAY(0)=-1 THEN 390
400 IF INKEY$<>"S" THEN 400
410 CLS:PUT SPRITE 1,(0,208),,1
420 SC=0
430 GOTO 150
440 LOCATE 14,1
450 PRINT BO
460 Z=USR(0)
470 Z=PEEK(59010!)
480 IF NB<N1 OR PEEK(59005!)<>32 THEN 59
0
490 SC=SC+BO:GOSUB 1290
500 IF N1<8 THEN N1=N1+1:GOTO 570
510 LOCATE 8,23
520 PRINT "FIM DAS CAVERNAS";
530 FOR T=1 TO 2000:NEXT T
540 LOCATE 8,23
550 PRINT SPACE$(16);
560 GOTO 350
570 CLS:PUT SPRITE1,(0,208),,1
580 GOTO 160
590 IF Z=0 THEN FOR T=1 TO 40:NEXT T:GOT
O 330
600 IF Z>5 THEN 680
610 PLAY "L64O1DEDEDEDE"
```

```
620 SPRITE$(1)=""
630 SPRITE$(1)=A$
640 IF PLAY(0)=-1 THEN 620
650 PUT SPRITE 1,(120,32),,1
660 IF SC>19 THEN SC=SC-20:GOSUB 1290 EL
SE SC=0:GOTO 350
670 GOTO 330
680 PUT SPRITE Z,(0,209),,Z
690 PLAY"O5L64CD"
700 NB=NB+1
710 IF PLAY(0)=0 THEN 330 ELSE 710
720 RESTORE 960
730 FOR T=0 TO 95
740 READ A
750 S$=S$+CHR$(A)
760 NEXT T
770 A$=LEFT$(S$,32)
780 SPRITE$(1)=A$
790 FOR T=2 TO 5
800 SPRITE$(T)=MID$(S$,33,32)
810 NEXT T
820 FOR T=6 TO 13
830 SPRITE$(T)=MID$(S$,65,32)
840 NEXT T
850 FOR T=0 TO 7
860 READ A
870 VPOKE 1856+T,A
880 NEXT T
890 VPOKE 8221,89
900 FOR T=0 TO 15
910 READ A
920 VPOKE 1920+T,A
930 NEXT T
940 VPOKE 8222,161
950 RETURN
960 DATA 0,3,7,7,3,3,15,23
970 DATA 23,23,23,7,6,6,14,30
980 DATA 0,192,224,224,192,192,240,232
990 DATA 232,232,232,224,96,96,112,120
1000 DATA 7,15,31,19,31,31,31,24
1010 DATA 31,31,31,31,31,31,31,21
1020 DATA 224,240,248,200,248,248,248,24
1030 DATA 248,248,248,248,248,248,248,16
```

```
8
1040 DATA 10,15,7,3,7,31,63,255
1050 DATA 255,255,127,127,63,63,15,7
1060 DATA 160,192,192,128,192,240,248,25
2
1070 DATA 254,254,255,255,254,254,252,24
0
1080 DATA 255,126,129,129,129,129,126,25
5
1090 DATA 24,24,24,63,63,24,24,24
1100 DATA 24,24,24,252,252,24,24,24
1110 FOR Y=6 TO 24 STEP 4
1120 LOCATE 0,Y
1130 FOR X=0 TO 31
1140 PRINT CHR$(232);
1150 NEXT X
1160 NEXT Y
1170 FOR N=0 TO 1
1180 FOR Y=5 TO 17 STEP 4
1190 GOSUB 1230
1200 NEXT Y
1210 NEXT N
1220 RETURN
1230 X=INT(RND(1)*6)*2+2+N*16
1240 FOR T=0 TO 4
1250 LOCATE X,Y+T
1260 PRINT CHR$(240);CHR$(241)
1270 NEXT T
1280 RETURN
1290 LOCATE 7,1
1300 PRINT RIGHT$(STR$(10000+SC),4)
1310 LOCATE 21,1
1320 PRINT RIGHT$(STR$(10000+RE),4)
1330 RETURN
1340 RESTORE 1440
1350 FOR T=6 TO 13
1360 PUT SPRITE T,(0,209),,T
1370 NEXT T
1380 FOR T=6 TO 5+N1
1390 READ X,Y
1400 PUT SPRITE T,(X,Y),11,T
1410 NEXT T
1420 NB=0
```

```
1430 RETURN
1440 DATA 124,160,220,64,44,128,90,96,20
0,128,60,64,50,160,108,96
10000 REM ROTINA PRINCIPAL
10010 RESTORE 10070
10020 FOR T=60000! TO 60302!
10030 READ A
10040 POKE T,A
10050 NEXT T
10060 RETURN
10070 DATA 62,0,50,130,230,205,76,235,62
,1,205,135,0,205,74,0,71,35,205,74
10080 DATA 0,79,197,62,8,205,65,1,193,20
3,103,32,20,121,254,8,40,101,205,28
10090 DATA 235,254,0,32,94,121,214,8,205
,77,0,24,86,203,127,32,20,121,254,240
10100 DATA 40,77,205,28,235,254,0,32,70,
121,198,8,205,77,0,24,62,203,111,32
10110 DATA 26,205,55,235,205,74,0,254,24
0,32,48,62,1,205,135,0,120,214,8,205
10120 DATA 77,0,205,192,0,24,32,203,119,
32,28,205,55,235,17,64,0,25,205,74
10130 DATA 0,254,240,32,14,62,1,205,135,
0,120,198,8,205,77,0,205,192,0,62
10140 DATA 2,1,120,230,245,205,255,234,3
,241,60,254,6,32,245,205,76,235,201,205
10150 DATA 135,0,35,205,74,0,87,10,130,2
45,205,77,0,241,254,240,48,3,254,10
10160 DATA 208,10,238,255,198,1,2,201,12
0,254,32,40,19,254,64,40,15,254,96,40
10170 DATA 11,254,128,40,7,254,160,40,3,
62,1,201,62,0,201,33,0,24,22,0
10180 DATA 89,203,59,203,59,203,59,25,23
5,104,38,0,41,41,25,201,62,1,205,135
10190 DATA 0,205,74,0,71,50,125,230,35,2
05,74,0,79,58,126,230,245,50,131,230
10200 DATA 205,110,235,241,61,254,1,32,2
43,201,205,135,0,205,74,0,144,48,2,238
10210 DATA 255,254,16,208,35,205,74,0,14
5,48,2,238,255,254,10,208,58,131,230,50
10220 DATA 130,230,201
```

MISSÃO

Defenda seu planeta contra os ataques repetidos de estranhas criaturas. Se 5 delas conseguirem pousar, você perdeu.

Para mover sua base, utilize as teclas do cursor esquerda e direita; para atirar, a tecla do cursor para cima.

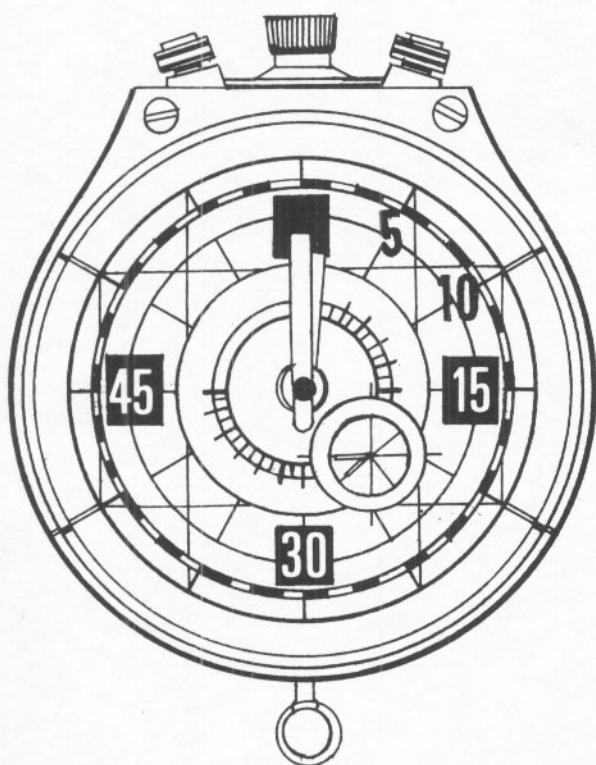
Você pode tornar uniforme o movimento dos invasores, pondo em 1 a variável JOGO na linha 90.

```
10 REM********
20 REM*MISSAO*
30 REM********
40 SCREEN 1,2
50 COLOR 10,1,1
60 WIDTH 32
70 KEY OFF
80 DEFUSR=60000!
90 VI=5:JEU=2
100 ON STOP GOSUB 120
110 STOP ON:GOTO 130
120 SCREEN 0:END
130 GOSUB 500
140 GOSUB 10000
150 IF JEUX=1 THEN POKE 60228!,128:VI=1
160 GOSUB 620
170 GOSUB 740
180 PUT SPRITE 1,(120,160),15,1
190 PUT SPRITE 2,(80,209),9,2
200 FOR T=3 TO 7
210 PUT SPRITE T,(255,(T-3)*27),2,T
```

```
220 NEXT T
230 SPRITE$(1)=A$
240 IN=1:PLAY "L6401"
250 Z=USR(0)
260 FOR T=1 TO VI:NEXT T
270 Z=PEEK(59051!)
280 IF Z=0 THEN 250
290 IF Z=50 THEN 330
300 SC=SC+1:GOSUB 740
310 PLAY "O1BC"
320 GOTO 250
330 PLAY "CDCD"
340 SPRITE$(1)=A$
350 SPRITE$(1)=""
360 IF PLAY(0)=-1 THEN 340
370 IN=0
380 NE=NE+1
390 GOSUB 740
400 IF NE=5 THEN 420
410 GOTO 160
420 IF SC>RE THEN RE=SC:GOSUB 740
430 PLAY "O7CDE"
440 LOCATE 8,10
450 PRINT "TECLE <S>"
460 IF INKEY$<>"S" THEN 460
470 PUT SPRITE 1,(0,209),,1
480 CLS:SC=0:NE=0
490 GOTO 160
500 VPOKE 8219,144
510 RESTORE 660
520 FOR T=0 TO 63
530 READ A
540 S$=S$+CHR$(A)
550 NEXT T
560 A$=LEFT$(S$,32)
570 SPRITE$(2)=MID$(S$,33,8)
580 FOR T=3 TO 7
590 SPRITE$(T)=MID$(S$,41,24)
600 NEXT T
610 RETURN
620 FOR T=6848 TO 6911
630 VPOKE T,219
640 NEXT T
```

```
650 RETURN
660 DATA 1,7,7,7,7,7,7,7
670 DATA 1,199,223,255,255,231,195,199
680 DATA 128,224,224,224,224,224,224,224
690 DATA 128,227,251,255,255,231,195,227
700 DATA 16,16,16,84,84,68,68,68
710 DATA 1,7,6,15,31,57,56,16
720 DATA 0,0,0,0,0,0,0,0
730 DATA 224,248,216,252,254,231,7,2
740 LOCATE 7,1
750 PRINT RIGHT$(STR$(10000+SC),4)
760 IF IN=1 THEN RETURN
770 LOCATE 14,1
780 PRINT NE
790 LOCATE 20,1
800 PRINT RIGHT$(STR$(10000+RE),4)
810 RETURN
10000 REM ROTINA PRINCIPAL
10010 RESTORE 10070
10020 FOR T=60000! TO 60328!
10030 READ A
10040 POKE T,A
10050 NEXT T
10060 RETURN
10070 DATA 62,0,50,171,230,205,78,235,62
,1,205,135,0,35,205,74,0,245,62,8
10080 DATA 205,65,1,193,203,103,32,12,12
0,254,8,40,51,214,4,205,77,0,24,44
10090 DATA 203,127,32,12,120,254,232,40,
35,198,4,205,77,0,24,28,203,111,32,24
10100 DATA 62,2,205,135,0,205,74,0,254,2
09,32,12,62,152,205,77,0,35,120,198
10110 DATA 4,205,77,0,62,2,205,135,0,205
,74,0,254,209,40,19,254,24,32,7
10120 DATA 62,209,205,77,0,24,8,214,8,20
5,77,0,205,78,235,1,120,230,62,3
10130 DATA 245,205,228,234,241,3,60,254,
8,32,245,201,205,135,0,205,74,0,60,205
10140 DATA 77,0,254,168,32,34,35,205,74,
0,254,255,40,6,62,50,50,171,230,201
10150 DATA 43,62,24,205,77,0,237,95,198,
56,35,205,77,0,237,95,230,1,2,201
```

```
10160 DATA 35,205,74,0,254,255,87,200,10
,254,0,40,8,122,198,2,205,77,0,24
10170 DATA 6,122,214,2,205,77,0,254,30,4
8,5,62,1,2,24,21,254,220,56,5
10180 DATA 62,0,2,24,12,237,95,254,127,3
2,6,10,238,255,198,2,2,201,58,171
10190 DATA 230,254,0,192,62,2,205,135,0,
205,74,0,71,35,205,74,0,214,5,79
10200 DATA 62,3,50,170,230,205,117,235,5
8,170,230,60,254,8,32,242,201,205,135,0
10210 DATA 205,74,0,144,48,2,238,255,254
,12,208,35,205,74,0,145,48,2,238,255
10220 DATA 254,6,208,58,170,230,50,171,2
30,205,135,0,35,62,255,205,77,0,62,2
10230 DATA 205,135,0,62,209,205,77,0,201
```

5
10
15
30
45

SLALOM

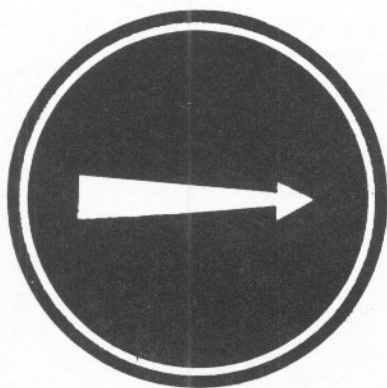
Alcance o melhor tempo nessa descida de esqui em que você deve passar por 20 portas.

Cada porta não ultrapassada acarretará uma penalidade de meio segundo. Também mudar de sentido fará você perder tempo.

Para manobrar seu esquiador, utilize as teclas do cursor esquerda e direita.

```
10 REM*********
20 REM*SLALOM*
30 REM*********
40 SCREEN 1,2
50 COLOR 1,15,15
60 KEY OFF
70 LA=30:POKE 59005!,LA
80 DEFUSR=60000!
90 Z=RND(-TIME)
100 ON STOP GOSUB 120
110 STOP ON:GOTO 130
120 COLOR 10,1,1:SCREEN 0:END
130 GOSUB 520
140 GOSUB 10000
150 SPRITE$(1)=A$
160 X1=128:D=-2
170 CLS
180 GOSUB 740
190 PUT SPRITE 1,(X1,112),9,1
200 PUT SPRITE 3,(110,112),4,3
```

```
210 PUT SPRITE 4,(110+LA,112),4,4
220 Z=RND(1)*127+50
230 PUT SPRITE 5,(Z,200),4,5
240 PUT SPRITE 6,(Z+LA,200),4,6
250 IF STICK(0)=0 THEN 250
260 TIME=0
270 POKE 59003!,0
280 PLAY "O1L64"
290 LOCATE 7,1
300 SC=TIME/50
310 PRINT SC
320 A=STICK(0)
330 IF A=7 THEN D=-2:SPRITE$(1)=A$:TIME=
TIME+5
340 IF A=3 THEN D=2:SPRITE$(1)=B$:TIME=T
IME+5
350 IF D=-2 AND X1<>24 THEN X1=X1-8
360 IF D=2 AND X1<>208 THEN X1=X1+8
370 IF X1=24 OR X1=208 THEN 290
380 Z=USR(0)
390 PUT SPRITE 1,(X1,112),,1
400 IF PEEK(59002!)=1 THEN PLAY "C":TIME
=TIME+25
410 IF PEEK(59003!)<40 THEN 290
420 CLS
430 PLAY "O5CDEDC"
440 IF SC<RE OR RE=0 THEN RE=SC
450 GOSUB 740
460 LOCATE 9,10
470 D$=INKEY$
480 PRINT "TECLE <S>"
490 IF INKEY$<>"S" THEN 490
500 SC=0
510 GOTO 150
520 RESTORE 640
530 FOR T=0 TO 79
540 READ A
550 S$=S$+CHR$(A)
560 NEXT T
570 A$=LEFT$(S$,32)
580 B$=MID$(S$,33,32)
590 C$=MID$(S$,65,16)
```

```
600 FOR T=3 TO 6
610 SPRITE$(T)=C$
620 NEXT T
630 RETURN
640 DATA 3,3,3,1,7,11,11,19
650 DATA 4,5,6,152,97,38,24,0
660 DATA 128,128,128,0,192,160,160,144
670 DATA 224,198,88,96,128,0,0,0
680 DATA 1,1,1,0,3,5,5,9
690 DATA 7,99,26,6,1,0,0,0
700 DATA 192,192,192,128,224,208,208,200
710 DATA 32,160,96,25,134,100,24,0
720 DATA 16,24,28,30,31,16,16,16
730 DATA 16,16,16,16,16,16,56,16
740 LOCATE 7,1
750 PRINT SC
760 LOCATE 18,1
770 PRINT RE
780 RETURN
10000 REM MOVIMENTACAO PORTAS+PASSE?
10010 RESTORE 10070
10020 FOR T=60000! TO 60130!
10030 READ A
10040 POKE T,A
10050 NEXT T
10060 RETURN
10070 DATA 62,0,50,122,230,62,1,205,135,
0,205,74,0,214,8,71,35,205,74,0
10080 DATA 198,4,79,62,3,245,50,120,230,
205,135,234,241,60,254,7,32,243,201,205
10090 DATA 135,0,205,74,0,254,16,40,44,2
14,4,205,77,0,184,192,35,58,123,230
10100 DATA 60,50,123,230,58,120,230,254,
4,40,15,254,6,40,11,205,74,0,185,216
10110 DATA 62,1,50,122,230,201,205,74,0,
185,56,244,201,62,200,205,77,0,35,58
10120 DATA 120,230,230,1,254,0,40,11,237
,95,198,50,50,121,230,205,77,0,201,58
10130 DATA 121,230,87,58,125,230,130,205
,77,0,201
```

LABIRINTO

Atravesse o mais rapidamente possível o labirinto. Para isso, mova-se o menos possível.

Utilize as teclas do cursor esquerda e direita, para mover-se.

Você pode passar de um extremo ao outro da tela sem problemas.

```
10 REM************
20 REM*LABIRINTO*
30 REM************
40 SCREEN 1,2
50 COLOR 10,0,0
60 KEY OFF
70 Z=RND(-TIME)
80 DEFUSR=60000!
90 ON STOP GOSUB 110
100 STOP ON:GOTO 120
110 SCREEN 0:END
120 GOSUB 460
130 GOSUB 10000
140 CLS
150 GOSUB 700
160 FOR Y1=14 TO 22 STEP 4
170 GOSUB 630
180 NEXT Y1
190 Y1=22
200 X1=120:X2=6607:DE=0:N1=0
210 TIME=0
220 LOCATE 5,1
```

```
230 TE=TIME/50
240 PRINT TE
250 A=STICK(0)
260 IF A<>7 THEN 290
270 IF X1=16 THEN X1=240:X2=X2+28
280 X1=X1-8:X2=X2-1:BEEP
290 IF A<>3 THEN 320
300 IF X1=232 THEN X1=8:X2=X2-28
310 X1=X1+8:X2=X2+1:BEEP
320 PUT SPRITE 1,(X1,96),9,1
330 IF VPEEK(X2)<>32 OR VPEEK(X2+1)<>32
THEN 370
340 Z=USR(0)
350 N1=N1+1
360 IF N1<30 THEN GOSUB 630
370 IF N1<34 THEN 220
380 PLAY "O5L64CDE
390 PUT SPRITE 1,(0,208),,1
400 IF TE<RE OR RE=0 THEN RE=TE
410 GOSUB 700
420 LOCATE 9,10
430 PRINT "TECLE <S>"       "
440 IF INKEY$<>"S" THEN 440
450 GOTO 140
460 RESTORE 580
470 FOR T=0 TO 31
480 READ A
490 S$=S$+CHR$(A)
500 NEXT T
510 SPRITE$(1)=LEFT$(S$,32)
520 FOR T=0 TO 7
530 READ A
540 VPOKE 1920+T,A
550 NEXT T
560 VPOKE 8222,244
570 RETURN
580 DATA 0,3,7,7,3,1,15,23
590 DATA 23,23,23,7,6,6,14,30
600 DATA 0,192,224,224,192,128,240,232
610 DATA 232,232,232,224,96,96,112,120
620 DATA 255,66,36,24,24,36,66,255
630 Z1=RND(1)*12+1
640 Z2=RND(1)*13+14
```

```
650 LOCATE 0,Y1
660 PRINT STRING$(29,CHR$(240));
670 LOCATE Z1,Y1:PRINT SPACE$(2)
680 LOCATE Z2,Y1:PRINT SPACE$(2)
690 RETURN
700 LOCATE 0,1
710 PRINT SPACE$(32)
720 LOCATE 5,1
730 PRINT TE
740 LOCATE 19,1
750 PRINT RE
760 RETURN
10000 REM SCROLL BAS->HAUT
10010 RESTORE 10070
10020 FOR T=60000! TO 60029!
10030 READ A
10040 POKE T,A
10050 NEXT T
10060 RETURN
10070 DATA 6,4,197,1,32,0,17,33,0,33,128
,24,205,74,0,237,66,205,77,0
10080 DATA 25,62,27,188.32,242,193,16,22
9,201
```

FUTEBOL

O futebol é um esporte de equipe. É um jogo que fará com que você se convença disso!

Você está só contra uma equipe inteira e deve marcar um máximo de gols. Se o inimigo interceptar dez vezes a bola, você perdeu.

Chute com a tecla do cursor para cima.

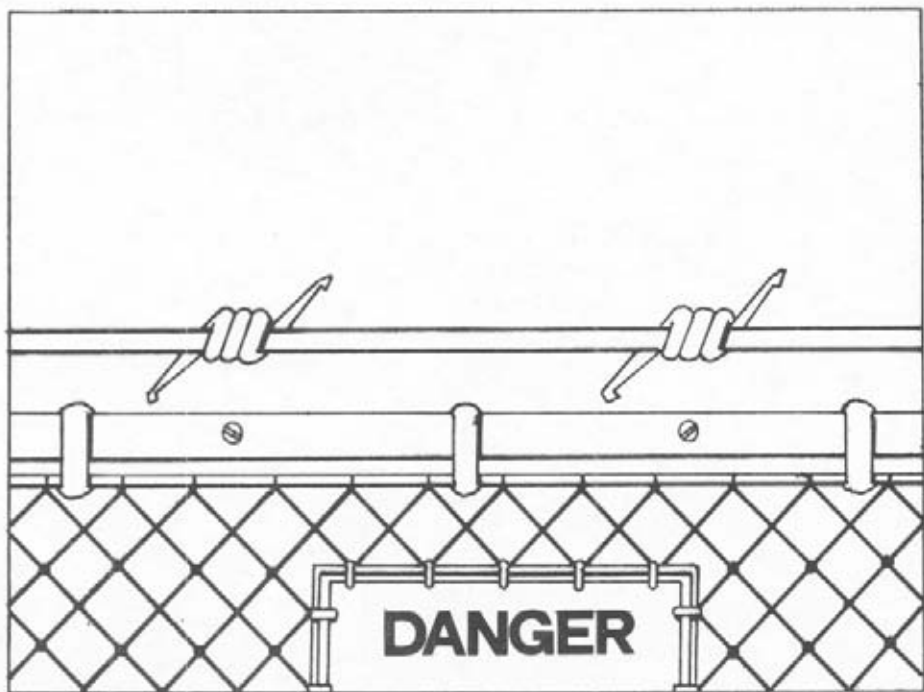
Você pode, antes do chute, mover a bola horizontalmente com o auxílio das teclas do cursor esquerda e direita.

```
10 REM*********
20 REM*FUTEBOL*
30 REM*********
40  OPEN "GRP:" FOR OUTPUT AS#1
50 GOSUB 10000
60 COLOR 15,12,12
70 SCREEN 2,2
80 KEY OFF
90 DEFUSR=60000!
100 ON STOP GOSUB 120
110 STOP OFF:GOTO 130
120 COLOR 10,1,1:SCREEN 0:END
130 GOSUB 580
140 S$=""
150 GOSUB 500
160 X1=128:Y1=184:CO=0:NE=0
170 RESTORE 830
180 FOR T=2 TO 11
190 READ X,Y
200 PUT SPRITE T,(X,Y),4,T
210 NEXT T
```

```
220 PUT SPRITE 12,(128,48),8,12
230 X3=168:SC=RE:GOSUB 870
240 X3=72:SC=0:GOSUB 870
250 GOSUB 940
260 ON SPRITE GOSUB 420
270 SPRITE ON
280 A=STICK(0):Z=USR(0)
290 IF A=7 AND X1<>96 AND Y1=184 THEN X1
=X1-8
300 IF A=3 AND X1<>160 AND Y1=184 THEN X
1=X1+8
310 IF A=1 AND Y1=184 AND B=0 THEN Y1=17
6:PLAY "O5L64B"
320 IF Y1<>184 THEN Y1=Y1-8
330 IF Y1=40 THEN SC=SC+1:GOSUB 870:PLAY
 "O5L64CD":Y1=184
340 PUT SPRITE 1,(X1,Y1),1,1
350 IF CO=0 THEN B=0:GOTO 270
360 IF SC>RE THEN RE=SC:X3=168:GOSUB 870
370 SC=0
380 PSET(80,24),12
390 PRINT #1,"TECLE <S>"
400 IF INKEY$<>"S" THEN 400
410 NE=0:GOTO 60
420 SPRITE OFF
430 Y1=184:PLAY "O1L64D"
440 FOR T=1 TO 150:NEXT T
450 PUT SPRITE 1,(X1,Y1),1,1
460 NE=NE+1:GOSUB 940
470 IF NE=10 THEN CO=1
480 B=1
490 RETURN
500 LINE(0,56)-(255,56)
510 PSET(96,56)
520 DRAW "M96,32M168,32M168,56"
530 PSET(88,56)
540 DRAW "M80,80M184,80M176,56"
550 PSET(48,56)
560 DRAW "M16,120M248,120M216,56"
570 RETURN
580 RESTORE 720
590 FOR T=0 TO 39
600 READ A
```

```
610 S$=S$+CHR$(A)
620 NEXT T
630 SPRITE$(1)=LEFT$(S$,8)
640 FOR T=2 TO 12
650 SPRITE$(T)=MID$(S$,9,32)
660 NEXT T
670 FOR T=0 TO 32
680 READ A
690 POKE 59000!+T,A
700 NEXT T
710 RETURN
720 DATA 0,60,126,126,126,126,60,0
730 DATA 3,3,3,1,7,11,11,11
740 DATA 11,2,2,2,6,0,0,0
750 DATA 128,128,128,0,192,160,160,160
760 DATA 160,128,128,128,192,0,0,0
770 :
780 DATA 40,120,1,80,176,1,136,216,0
790 DATA 72,120,1,136,184,0,80,120,1
800 DATA 136,176,0,80,176,0
810 DATA 40,120,1,136,216,0,96,160,1
820 :
830 DATA 56,144,128,160,200,144
840 DATA 96,128,160,128,96,104
850 DATA 160,104,128,88
860 DATA 56,72,200,72
870 COLOR 12
880 PSET(X3,8),12
890 PRINT #1,STRING$(4,CHR$(200))
900 COLOR 15
910 PSET(X3,8),12
920 PRINT #1,RIGHT$(STR$(10000+SC),4)
930 RETURN
940 COLOR 12
950 PSET(128,8),12
960 PRINT #1,CHR$(200);CHR$(200)
970 COLOR 15
980 PSET(128,8),12
990 PRINT #1,RIGHT$(STR$(100+NE),2)
1000 RETURN
10000 REM MOVIMENTACAO JOGADORES
10010 RESTORE 10070
10020 FOR T=60000! TO 60058!
```

```
10030 READ A
10040 POKE T,A
10050 NEXT T
10060 RETURN
10070 DATA 1,120,230,62,2,245,205,113,23
4,241,3,60,254,13,32,245,201,205,135,0
10080 DATA 35,205,74,0,87,10,186,3,32,6,
3,62,1,2,24,8,10,186,3,32
10090 DATA 3,62,0,2,10,254,0,122,30,4,32
,2,30,252,131,205,77,0,201
```

DANGER

MINAS

Atravesse esse campo de minas. Mas, cuidado, você será cronometrado!

No início, o computador mostra as zonas minadas. Mas, a seguir, elas se tornarão invisíveis. Para tornar a vê-las, aperte a tecla < G >. Mas isso faz você perder tempo.

Para mover-se, utilize as teclas do cursor.

```
10 REM*******
20 REM*MINAS*
30 REM*******
40 SCREEN 1,2
50 COLOR 1,10,1
60 KEY OFF
70 Z=RND(-TIME)
80 DIM X(10),Y(10)
90 ON STOP GOSUB 110
100 STOP ON:GOTO 120
110 COLOR 10,1,1:SCREEN 0:END
120 GOSUB 540
130 CLS
140 SC=0
150 GOSUB 730
160 X1=24:Y1=32+INT(RND(1)*33)*4
170 C=1:GOSUB 840
180 SPRITE$(1)=""
```

```
190 PUT SPRITE 1,(X1,Y1),9,1
200 FOR T=1 TO 3500:NEXT T
210 C=0:GOSUB 880
220 TIME=0
230 SPRITE$(1)=A$
240 ON SPRITE GOSUB 470
250 SPRITE ON
260 SC=TIME/50
270 LOCATE 7,1
280 PRINT SC
290 A=STICK(0)
300 IF A=5 AND Y1<>160 THEN BEEP:Y1=Y1+4
310 IF A=1 AND Y1<>32 THEN BEEP:Y1=Y1-4
320 IF A=7 AND X1<>24 THEN BEEP:X1=X1-4
330 IF A=3 THEN BEEP:X1=X1+4
340 IF INKEY$<>"G" THEN 380
350 C=1:GOSUB 880
360 FOR T=1 TO 800:B$=INKEY$:NEXT T
370 C=0:GOSUB 880
380 PUT SPRITE 1,(X1,Y1),9,1
390 IF X1<>224 THEN 260
400 PLAY "O5L64CDE"
410 IF RE>SC OR RE=0 THEN RE=SC:GOSUB 81
0
420 LOCATE 7,10
430 PRINT "TECLE <S>"
440 IF INKEY$<>"S" THEN 440
450 PUT SPRITE 1,(0,208),,1
460 GOTO 130
470 SPRITE OFF
480 PLAY "O1L64CDCDCDCD"
490 C=1:GOSUB 880
500 SPRITE$(1)=A$
510 SPRITE$(1)=""
520 IF PLAY(0)=-1 THEN 500
530 GOTO 420
540 RESTORE 650
550 FOR T=0 TO 63
560 READ A
570 S$=S$+CHR$(A)
580 NEXT T
590 A$=MID$(S$,33,32)
600 FOR T=2 TO 10
```

```
610 SPRITE$(T)=LEFT$(S$,32)
620 NEXT T
630 VPOKE 8219,26
640 RETURN
650 DATA 192,224,112,56,28,14,7,3
660 DATA 3,7,14,28,56,112,224,192
670 DATA 3,7,14,28,56,112,224,192
680 DATA 192,224,112,56,28,14,7,3
690 DATA 3,3,3,1,7,11,11,11
700 DATA 11,2,2,2,6,0,0,0
710 DATA 192,192,192,128,224,208,208,208
720 DATA 208,64,64,64,96,0,0,0
730 FOR X=0 TO 29
740 LOCATE X,3
750 PRINT CHR$(219);
760 NEXT X
770 FOR X=0 TO 29
780 LOCATE X,22
790 PRINT CHR$(219);
800 NEXT X
810 LOCATE 7,1:PRINT SC
820 LOCATE 18,1:PRINT RE
830 RETURN
840 FOR T=2 TO 10
850 X(T)=48+RND(1)*70+90*(T AND 1)
860 Y(T)=32+15*(T-2)+INT(RND(1)*8)
870 NEXT T
880 FOR T=2 TO 10
890 PUT SPRITE T,(X(T),Y(T)),C,T
900 NEXT T
910 RETURN
```

Outros titulos publicados pela Editora Manole :

- **BASIC Basico**
  David Munro

- **Voce Conhece os Computadores ?**
  Karen Billings

- **Entendendo os Computadores**
  Myles Walsh

- **MSX Jogos de Acao**
  Pierre Monsaut

Caso nao encontrar os livros na sua livraria, procurar
na editora que fica na Rua 13 de Maio , 1026 - SP - CEP.: 01327
(travessa da Av. Brig. Luis Antonio)
Fone: 287-0746

MSX
MSX
MSX